

## EDUCATIONAL OBJECTIVES

### For 3<sup>rd</sup> Quarter 2006

In compliance with the Children's Television regulations that became effective January 2, 1997, the **DISCOVERY KIDS ON NBC/QUBO** programs feature an on-air icon indicating that each program is "educational and informational" for children. This icon is displayed at the beginning of each broadcast. Also, in compliance with the new regulations, the following document, which includes "educational and informational" objectives of **DISCOVERY KIDS ON NBC/QUBO**, must be placed in your public file.

Each of the programs listed below, which make up the NBC Children's Programming block, is specifically designed to serve the "educational and informational" needs of children ages 9-14. All of the programs have educational objectives that are central to the content and appropriate to the program genre.

There are six returning shows from last quarter.

**"Kenny the Shark"** is an animated show about a tiger shark named Kenny who lives on land with a young girl named Kat. The show embeds shark facts in the story narrative, including references to his insatiable appetite. Every episode has a message, usually around the themes of cooperation, dealing with difficult people, exercising self-discipline, and decision-making. Each segment contains two episodes of this show.

Based on Jon Scieszka's book series, **"Time Warp Trio"** is another animated show. It is about the adventures of three young boys, Sam, Fred and Joe, who are transported back and forth in time through a magic book presented to Joe by his magician uncle. With each adventure, the trio is given a chance to learn important details about the history of people, places and events through time.

There are two reality-type programs, **"Trading Spaces"** and **"Endurance,"** which demonstrate how skill and teamwork are combined to accomplish a goal. In these shows, the real-life example is instructional. **"Trading Spaces"** follows two teams of boys and girls as they redesign and decorate their friends' rooms to reflect their interests and hobbies. They learn construction planning, carpentry and design principles as they build the bedroom of their friends' dreams. **"Endurance"** follows several teams over 13 weeks of challenges to see which team has endured the longest by mastering both strategy and skill in the competition. The team that succeeds in the competition is named the Endurance champion of the season and is given a reward for their win.

**"Darcy's Wild Life"** is a live-action fiction program, which embeds factual information within the context of a narrative story. It follows the development of 15-year-old Darcy Fields whose mother, a famous movie actress, decides to move from Malibu to rural Idaho so she can raise Darcy in a "normal" environment. What her mother considers normal is a culture shock for Darcy as she is forced to give up the posh life of a star to live on a farm. Darcy learns how to survive and thrive in a rural environment where she develops new relationships, learns to care for a variety of animals, and even gets a part-time job while adjusting to her new life at the farm.

**"Flight 29 Down"** is a live-action fiction show about a group of ten young boys and girls and their camp counselor who are stranded on a remote island in the South Pacific where their plane, 29 DWN, makes a crash landing. With only each other as company, they learn invaluable life lessons as they struggle to get along, support each other, and survive as they search for a way to get off the island and return home.

All shows were developed specifically with the pre-adolescent and young adolescent child in mind. Each program was supported by a team composed of the creative personnel (producers and writers), an educational consultant, and several technical consultants appropriate to the requirements of each show. The technical consultants verified all the factual content presented in each program. The educational consultant worked with the creative team to match the content to the appropriate level of comprehension for the target audience by developing age-appropriate themes for learning within each episode of every program. All of the educational content was integrated into the action and movement of each episode, so that the entertainment and the education are interdependent and present throughout each episode.

There are six new shows, which premiered during the 3<sup>rd</sup> quarter as part of the **QUBO Programming Block on NBC**. All shows were developed specifically for a target audience composed of children ages 4 – 8 years of age. Four of the shows are book-based series. Each show contains an important socio-emotional message for the target audience delivered through an animated narrative format.

**“VeggieTales”** is a children’s series featuring animated vegetables who teach life lessons through stories. Hosted by Bob the Tomato and Larry the Cucumber, each episode begins by establishing the problem, uses short stories to parallel the situation with a problem and solution, and ends by reiterating the proposed solution and the life lesson learned through the experience. The show communicates social-emotional messages based upon the core values of honesty, kindness, forgiveness, and appreciation for all, using music, unusual characters, and allegorical storylines.

Inspired by children’s everyday life, **“Dragon”** is an animated show that is based on the book series by author and illustrator, Dav Pilkey. The show follows a little blue dragon as he faces his daily challenges. Using a simple and direct approach to life, Dragon learns new information and develops new skills primarily through trial and error. Dragon is friendly and helpful, but he tends to see things from a much different perspective and sometimes that leads to trouble. As each story unfolds, we learn to see things in different ways, much like Dragon, and we learn how to problem-solve our way through everyday challenges. Dragon shows us how to take care of a pet, discover new places or how to find the right hobby.

**3-2-1 PENGUINS! and LARRYBOY STORIES** draws upon characters from two stories -- using both long- and short-form material involving these characters -- to provide socio-emotional messages to children. 3-2-1 PENGUINS! features two children – Jason and Michelle – whose vacation at their grandmother’s cottage ends up being more adventure than they expect when their toy spaceship with four toy penguins comes to life. The children are sucked into the spaceship, where they meet the now live penguins and journey through space to solve an inter-galactic disaster threatening the penguins and their friends. Each story begins with a problem and ends after the children have learned an important socio-emotional message through their adventure with the penguins. LARRYBOY STORIES is about a young cucumber-janitor named Larry from the Daily Bumble who assumes a superhero persona to fight crimes and save lives, bringing peace and safety to the small town of Bumblyburg. In doing so, Larry takes us through his adventures where he and his viewers learn core values of honesty, friendship, respect for others, forgiveness, and love for all through socio-emotional messages embedded within the story.

Based on the books by Laurent de Brunhoff, **“Babar”** is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people’s privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the needs to resolve a dilemma that is faced by Babar, one of his friends or family members.

Set in medieval times, **“Jane and the Dragon”** is an animated show that hails from Martin Baynton’s best selling books about a middle class, 13-year-old girl named Jane. She is raised in the Royal Court as a Knight-in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane’s best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skills and requires her to demonstrate her strength of character, as a Knight of the King’s Guard. Sometimes Jane learns a moral lesson, and other times she uses analytical ability to illustrate how a problem can be made less complicated and consequently solved.

Based on Mordecai Richler’s books, **“Jacob Two-Two”** is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob’s father, a full-time writer.

#### **For 4<sup>th</sup> Quarter 2006**

There are no new shows for the 4<sup>th</sup> quarter. All six shows continuing next quarter premiered during the 3<sup>rd</sup> quarter on the **QUBO Programming Block on NBC**. Four of the shows are book-based series. All shows were developed specifically for a target audience composed of children ages 4 – 8 years of age. Four of the shows are book-based series. Each show contains an important socio-emotional message for the target audience delivered through an animated narrative format.

## PROGRAM SUMMARIES

**KENNY THE SHARK** is an eight-foot-tall shark who lives on land with his owner, ten-year-old Kat. Much of the adventure and humor in this show emerges from the problems that stem from managing the life of a shark trying to live in the incongruous world of human beings. Kenny is literally a big predator “fish out of water.” The educational goal of this show is to provide the audience with introductory knowledge of shark behavior and biology. Each story has an educational theme based on a dilemma facing Kat or Kenny when they have to make decisions, solve problems, or act responsibly to correct something Kenny did wrong. Their resolution of the problem offers the educational message for each episode of the show.

**TIME WARP TRIO** is about three curious boys – Fred, Sam and Joe – who are transported through time via a mysterious book that is presented to Joe by his magician uncle. The Book warps the boys backward or forward in time before it disappears. In order to warp back home, the boys must locate the magical book. Their search for The Book takes them through extraordinary adventures in which they are introduced to historic people, places and events. The boys run into their great-granddaughters – Freddi, Samantha and Jodie – when they warp into the future and find that Jodie has also inherited The Book from her great-grandfather, Joe. Sometimes, all the kids show up in the same time warp and help each other outsmart their adversaries so they can return home. Each episode contains interesting historical facts and a key historical takeaway, blending information with action and fun to appeal to the target audience.

**TRADING SPACES: BOYS VS. GIRLS** is where boys and girls get to show how well they know each other, how effectively they can manage a budget, and how skillfully they can execute a design plan. Each week a boy or a girl is given two days and \$5000 dollars to complete a renovation of their partner’s “room.” The space might be a bedroom, a recreation room, or a clubhouse; but the “designer” has to first show his or her knowledge of the other person’s preferences, hobbies and lifestyle to come up with a good design. Next, the challenge of balancing the budget and figuring out the renovation process begins. Participants learn measurement, spatial reasoning, and principles of aesthetic design as they go through the experience. In the end, they find out if their knowledge and perception of their partner was on or off base.

**DARCY’S WILD LIFE** follows the life of 15-year-old Darcy Fields, the pampered daughter of a top Hollywood movie star who is plucked out of a life of limos, movie premieres and world-class restaurants to live the simple life in rural Idaho. Darcy’s initial resentment gives way to optimism as she makes new friends and becomes a part of the community. The educational goal of the program is for the main character, Darcy, to model the learning process as she adjusts to a new environment that is the complete antithesis of her old life. Darcy comes to a deeper understanding of herself, the value of relationships, and the insignificance of material things. The viewer also learns about the care and treatment of a variety of animals that live on farms or in the wild.

**FLIGHT 29 DOWN** is the name of the small, chartered plane that carries a group of 11 people across the South Pacific for an eco-camping class trip to a desert island in Micronesia. Before they reach their destination, 29 DWN malfunctions and the pilot/camp counselor has to make an emergency crash landing on a remote island in the South Pacific. With nothing but their camping gear, a limited supply of resources, and each other, the group tries to come to grips with the situation that challenges them, with intelligence and instinct. As they confront the false perceptions they have of themselves and one another, the group realizes that they must learn how to live and work together in order to survive. The show carries a powerful social-emotional message that draws upon the complexities of human behavior and social relationships, in which adolescents struggle to define themselves and their roles in a social group, while dealing with the harsh reality that faces them.

**ENDURANCE** is an engrossing reality program that shows a group of young contestants succeeding at several different physical and mental challenges in order to win a fabulous travel prize. Each of the 12 competitive challenges is a metaphor for the challenges the target audience will face in real life. In addition, there are strategic challenges based on ten character traits that are important for success. Contestants must estimate probabilities and beat the odds. Overall, the competition combines luck with personal effort so that the contestants learn to balance intellect with intuition to develop their winning strategy. Narration and interviews during each episode trace the emotional growth and insights of the contestants. The show emphasizes how the experience of protracted competition and teamwork teaches both social skills and life skills for achieving success towards one's goals.

**VEGGIETALES** are a series of stories narrated by animated veggies, Bob the Tomato and Larry the Cucumber, that teach life lessons through wit and humor. Each episode contains one or two short animated stories that illustrate core values to children in an entertaining way. Stories are interrupted with silly songs, usually sung by Larry the Cucumber, that contain whacky lyrics in a catchy tune. Each episode ends with Bob and Larry reinforcing the lesson learned through the stories.

**DRAGON** is a cheerful, lovable and insatiably curious blue dragon who lives in a colorful little house that welcomes all his friends and anyone else who needs comfort or advice. Every day Dragon faces a new situation that needs to be solved, and he does it in his unique Dragon-like way. If he can't get it right the first time, he keeps trying until he does. With each story, we find a new way to learn simple life skills through Dragon and his friends, Cat, Ostrich, Beaver, Alligator and Mail Mouse.

**3-2-1 PENGUINS! and LARRYBOY STORIES** draws upon characters from two stories -- using both long- and short-form material involving these characters -- to provide socio-emotional messages to children. 3-2-1 PENGUINS! features two children -- Jason and Michelle -- whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy penguins comes to life. The children are sucked into the spaceship, where they meet the now live penguins and journey through space to solve an inter-galactic disaster threatening the penguins and their friends. Each story begins with a problem and ends after the children have learned an important socio-emotional message through their adventure with the penguins. LARRYBOY STORIES is about a young cucumber-janitor named Larry from the Daily Bumble who assumes a superhero persona to fight crimes and save lives, bringing peace and safety to the small town of Bumblyburg. In doing so, Larry takes us through his adventures where he and his viewers learn core values of honesty, friendship, respect for others, forgiveness, and love for all through socio-emotional messages embedded within the story.

**BABAR** is a young elephant who returns to the jungle where he builds the city of Celesteville and is crowned king of the elephants. A dedicated ruler and family-elephant, Babar experiences many challenges as he journeys through life, and learns to rise above them through strength and optimism. Each episode begins with a look into Babar's present life, primarily in his role as a father who teaches his children the value of people, things and relationships through his own experience from the jungle to the city. Each episode in the show carries with it a socio-emotional message that is established at the end of Babar's story.

**JANE AND THE DRAGON** is a coming of age story about a middle-class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King's Guard. Accompanied by her best friend, a giant green Dragon who lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them.

**JACOB TWO-TWO** is a very little boy with a very big heart. As the youngest member of a large family, Jacob has to say things twice so he can be heard. He looks up to his siblings, but tends to be ignored or bullied by them when he tries to partake in their activities. Still, there are those who notice him when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two-Two finds innovative ways to get himself and others out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination.

**"CORE PROGRAMMING"**  
**PROGRAMMING FURNISHED BY THE NBC NETWORK THAT IS SPECIFICALLY**  
**DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF**  
**CHILDREN 16 AND UNDER**  
**JULY-SEPTEMBER 2006**

Airdate: 07/01/2006

*(Wimbledon)*

Time:

Duration: 30:00

**KENNY THE SHARK**

**KENNY THE MOVIE (#565018)**

Kenny is insulted when a TV documentary claims that great white sharks are more fearsome than tiger sharks. He enlists Kat's help in making a documentary to prove otherwise. They try to film demonstrations of Kenny's keen sense of smell, swimming speed, leaping ability, and voracious appetite, but everything ends in disaster. Though their documentary is a bust Kat points out that Kenny is more fun than a great white. Their footage becomes a hit on an America's Funniest Home Videos type of show.

**[Educational Message: Do not compare yourself to others; just be the best that you can be.]**

**GOODBYE OL' CHUM (#565018)**

Kat plans a pool party for her birthday, but fears Kenny will unintentionally scare her friends. He is hurt at being excluded but understands. Unfortunately, he accidentally crashes the party and frightens everyone away. Kat is incensed, and Kenny runs away to join a carnival. Kat tracks him down and convinces him to come back home with her and work it out. Taking a cue from the carnival experience, Kat and Kenny put on a show for her friends, who love it.

**[Educational Message: If you have a friend who likes to perform and be outrageous, find the right outlet to display his/her behavior and talent.]**

Airdate: 07/01/2006

*(Wimbledon)*

Time:

Duration: 30:00

**TIME WARP TRIO**

**BIRDMAN OR BIRDBRAIN? (#477017)**

Freddi and Samantha notice The Book is suddenly full of illegible script. They transport to the boys' time, where Fred shows them The Book is unchanged. While looking through The Book, however, they are sent to ancient Rapa Nui (now Easter Island), where they get caught between two warring clans who are preparing a competition, which will determine who leads them. The challenge involves crossing the sea to an island and retrieving a tern's egg. The first to return will win. The kids befriend one clan's competitor, Kai, who is delayed on the day of the contest by his opponent, Maka Puhi. Freddi, overcoming her fears, takes Kai's place, using future technology to beat Maka Puhi across the water. Unfortunately, she drops the egg, and Maka Puhi wins. Samantha uses her time travel pocket watch to reverse time and save Freddi's egg, giving the win to Kai and his clan.

**[Key Historical Take-Away: Rapa Nui (aka Easter Island) is the most isolated inhabited island on earth. It was the incubator for a unique culture that thrived for a thousand years before the society collapsed into internecine warfare. The society's most memorable achievement was the monumental statues (moai) still dotting the land.]**

Airdate: 07/01/2006

(Wimbledon)

Time:

Duration: 30:00

**TRADING SPACES: BOYS VS. GIRLS**

**TYLER VS. MEGHAN (#771017)**

Meghan, 12, joins little sister Emily, 9, in trading spaces with 12-year-old Tyler and his 10-year-old brother, Randy. Meghan's love of the Southwest inspires the boys, along with Designer Jordin and Carpenter Barte, to turn her room into a veritable mesa with sand art, cacti, Aztec-patterned closet doors, a bed with adobe steps, and a real lizard in a terrarium. The girls team with Designer Scott and Carpenter Ginene to give Tyler his own Museum of Modern Art. To appeal to Tyler's taste for abstract art, they pattern one wall after Mondrian's style, cover the others with famous prints and their own homemade art, build a large, banana-shaped chair, and fashion a life-sized figure out of plaster.

Airdate: 07/01/2006

(Wimbledon)

Time:

Duration: 30:00

**DARCY'S WILD LIFE**

**MISS DIRECTED (#699027)**

Lindsay's dream of becoming a veterinarian is called into question by a school aptitude test. While the test results for Darcy and Kathi seem to match their career goals, Lindsay is dismayed to learn that the test suggests her true calling is professional golf, a field well suited to her competitive nature and love for rules. Lindsay dismisses these results until one day, while absorbed in her studies she almost gives the wrong prescription to a cat. Mortified by her mistake, she begins to think the test is correct after all. She starts goofing off and neglecting her studies. Darcy and Kathi try to change her mind, but she insists she is happy. Only when she saves a dog from choking on a chicken bone does she realize that she is meant to be a veterinarian. She also learns that she needs to find a balance between work and fun.

**[Educational Message: Do not let doubts stand in the way of your goals and dreams.]**

Airdate: 07/01/2006

(Wimbledon)

Time:

Duration: 30:00

**FLIGHT 29 DOWN**

**UNTIL PROVEN GUILTY (#542012)**

When everyone's videotape diaries go missing, they all suspect one another. Nathan and Daley use deductive reasoning to conclude that Lex is the only one who had the opportunity to take all the tapes. They confront him, but he vehemently denies it. Eric suggests they hold a trial to determine the truth, and the others agree. Daley, acting as Lex's "attorney," realizes that since the thief did not steal the camera, too, he or she must have been trying to cover up something bad on one of the tapes. Lex finally admits that he took them after he spotted Eric watching someone else's tape. He was afraid Eric would reveal what he saw and wanted to make sure he had no proof. Eric admits he watched Jackson's tape and saw something that could put them all in danger.

**[Educational Message: A person accused of something is presumed innocent until proven guilty.]**



Airdate: 07/01/2006

(Wimbledon)

Time:

Duration: 30:00

### **ENDURANCE**

#### **TEHACHAPI: HALFWAY POINT (#838062)**

In this recap of the first half of the competition, the twenty contestants arrive at Tehachapi and settle in. Three boys and three girls are soon eliminated in the "Right to Stay" game. The winner of the next challenge gets to pair the contestants into teams. The first challenge for the new teams is an obstacle course mission, which the Green team wins. They give the Samadhi to the Gray team, giving them a disadvantage in the raft pull challenge. The Purple team wins and chooses to send Gray and Blue to the Temple of Fate. Gray loses and goes home. Red wins the next mission and combines the teams into two "super-teams" for the next challenge. The Blue-Green-Purple super-team wins and they send the Yellow and Red teams to the Temple. There, Yellow is eliminated, and five teams remain.

**[Educational Message: The right to stay in a competition stems from a combination of drive, skills and smarts; but, you also need a little bit of luck to keep you in the game.]**

Airdate: 07/08/2006

(Wimbledon)

Time:

Duration: 30:00

### **KENNY THE SHARK**

#### **KENNY-NAPPED! (#565017)**

Wealthy young Burton Plushtoy III wants Kenny for his exotic pet collection. When Kat refuses Burton's \$50,000 offer, he kidnaps Kenny and puts him in his new state-of-the-art aquarium. Soon, however, Burton grows tired of Kenny's moping and plans to cook him. Meanwhile, Kat is worried sick about Kenny; she knows that something is seriously wrong. She runs into Marty who leads her to Burton's house. Kat, disguised as a reporter, arrives to "interview" Burton about his pets. She finds Kenny just in time to save him from becoming Burton's dinner.

**[Educational Message: Be persistent in your search for the truth when you believe that something is wrong. Persistence will produce results.]**

#### **KENNY THE DAD (#565017)**

When a baby shark turns up on Kat's doorstep, Kenny bonds with it. Despite Kat's instruction to teach the baby shark the ways of the ocean, Kenny coddles him instead. So, when it's time for the pup to return to the ocean, it's obvious that Kenny hasn't prepared him to be a predator. In fact, the little fellow is even terrorized by seals. Kat and Kenny bring him back home for more appropriate instruction. Finally, his natural instincts kick in and he returns safely to the sea.

**[Educational Message: Build upon a person's natural talents in order to help them develop and survive in the world.]**

Airdate: 07/08/2006

(Wimbledon)

Time:

Duration: 30:00

### **TIME WARP TRIO**

#### **WHAT'S SO GREAT ABOUT PETER? (#477018)**

Sam's Grandpa Dima regales him, Samantha and Fred with tales of the "Star of Vladivostock," a valuable ruby that Peter the Great reportedly stole from Grandpa's Russian ancestor, Alexander Kikin. The kids decide to travel back in time to find the treasure. Endangered by Peter's army, they are rescued by Kikin himself, who is leader of the rebel forces. This enables Peter to capture Kikin with the intention of hanging him. Samantha convinces Peter to spare Kikin's life in exchange for her help in using The Book's magic to build the city of St. Petersburg. When she temporarily sends Peter to the future, they all escape, but upon Peter's return he finds them again. During a fight with Peter, part of Kikin's beard gets cut off and lost. He tells the kids he was hiding the ruby in it. They have to return to the present empty-handed.

**[Key Historical Take-Away: Peter the Great was a great ruler who had great plans to modernize Russia. He successfully implemented his plans, but not without oppressing many of Russia's citizens.]**

Airdate: 07/08/2006

(Wimbledon)

Time:

Duration: 30:00

**TRADING SPACES: BOYS VS. GIRLS**

**CASEY VS. LAUREL (#771018)**

Eight-year-olds Laurel and Casey trade spaces. Laurel and her 12-year-old friend, Erin, team with Designer Jordin and Carpenter Ginene to create a space that reflects Casey's quirky, "mad scientist" personality. They make a time machine bed, complete with controls, and a rack for lab coats that double as curtains. A working microscope and telescope add to the effect. Casey joins Laurel's 10-year-old brother, Julius, in helping Designer Scott and Carpenter Barte make the perfect room for art-obsessed Laurel. They achieve this with chalkboard and corkboard walls, splatter-patterned curtains, a potter's wheel, custom-made art smocks, and a combination worktable and bed.

Airdate: 07/08/2006

(Wimbledon)

Time:

Duration: 30:00

**DARCY'S WILD LIFE**

**THANKGIVING (#699028)**

Darcy's rock drummer dad, Rory, comes to visit for Thanksgiving. He tells Darcy that his band is doing very well and has just landed a booking for a major music festival in Japan. But when Kathi, who's a fan, checks the band's website, she sees they have nothing scheduled at all. Darcy tells this news to Victoria, who confides that even though Rory means well, he sometimes has trouble with the truth. Darcy angrily confronts Rory, and he finally admits that the band is actually breaking up because the lead singer has had a nervous breakdown. He is worried, unsure what he is going to do next. He apologizes to Darcy and confesses that he was afraid she would be disappointed if he was not famous anymore. Darcy assures him that that she loves him no matter what.

**[Educational Message: Sometimes parents try too hard to impress and please their children. If this happens, show that the truth matters more to you than making a big impression.]**

Airdate: 07/08/2006

(Wimbledon)

Time:

Duration: 30:00

**FLIGHT 29 DOWN**

**A FISH STORY (#542005)**

With no sign of a search plane, the castaways grow discouraged. They have only a couple of days' worth of packaged food left. Jackson calls for a food hunt. He starts trying to spear fish in the ocean. Nathan tries once again to conquer the coconut tree, while Eric fakes an injury so Melissa will take over his water-hauling duties. When Melissa learns the truth, she is understandably enraged. Jackson's fishing attempts fail until he starts receiving anonymous help via a series of notes. As revenge on Eric, Melissa "volunteers" him to clean the fish. Nathan is finally able to climb the tree and gather several coconuts, but Daly and Lex out-do him by finding an area with vast quantities of bananas, papaya, and other fruits. For the first time since the crash, the students enjoy a feast. Afterward, Jackson is stunned to learn that his anonymous fishing advisor was Taylor.

**[Educational Message: Never prejudge a person, because sometimes the information you need comes from the most unexpected source.]**

Airdate: 07/08/2006

(Wimbledon)

Time

Duration: 30:00

**ENDURANCE**

**HAWAII: GALAPAGOS SPECIAL (#838055)**

Season 3 winners Lindi and Chris enjoy their grand prize, a trip to the Galapagos Islands. Their remote location, 600 miles off the coast of Ecuador, is ideal for wildlife. On their first stop, the kids encounter sea lions, iguanas and blue-footed boobies. On Floriana Island, they see the historic post office and the Charles Darwin Research Station, where they meet the giant sea tortoise "Lonesome George," last survivor of his sub-species. The kids swim in the ocean among 400 varieties of fish, and frolic underwater with playful sea lions. Thanks to cold water currents, they even get to see penguins. Millions of birds populate the islands, including the flightless cormorant. The kids stay clear of the marine iguanas, which expel excess salt through their nostrils. Lindi and Chris agree that they have learned much about animals and people on their trip and will never forget their experiences on Endurance.

**[Educational Message: Enjoy the rewards of hard work, but remember the journey with its lessons that brought you those rewards.]**

Airdate: 07/15/2006

Time:

Duration: 30:00

**KENNY THE SHARK**

**KENNY THE STAR (#565019)**

Kat wants Kenny to appear as a shark in her school play, "Maneater: The Musical." Kenny wins the part, but he suffers from extreme stage fright. On opening night, he forces himself to go on, and the performance goes better than he expected. Kenny immediately becomes an over-confident Prima Donna. But when he gets a whiff of the refreshment table, he storms through the audience to get at it. Surprisingly, the director loves the realism of Kenny's performance and the acclaim goes to Kenny's head.

**[Educational Message: Do not let the roadblocks set up by others cause you to back down from something you enjoy. Have confidence in your ability and follow through.]**

**SHARK SHRUNK (#565019)**

After Kenny eats the family dinner, Kat's parents urge her to find out why Kenny does the things he does. Kat decides Kenny needs therapy, so she analyzes him herself, leading him to dredge up some painful childhood memories. Kenny misunderstands Kat's half-baked diagnosis and starts to believe no one likes him. His ill-advised attempts to be more likable completely backfire. Kat realizes it is her fault and apologizes to Kenny.

**[Educational Message: Let people be who they are and do not misdirect them because you think you know everything.]**

Airdate: 07/15/2006

Time:

Duration: 30:00

### **TIME WARP TRIO**

#### **CAVEMAN CATASTROPHE (#477019)**

While Jodie is studying Fred and Sam for a school report on "primitive man," The Book warps the three back to the Stone Age where they run into the two types of primitive human beings; the Neanderthals who eventually became extinct and the Cro-Magnons who evolved into modern man. They are captured by a Cro-Magnon tribe whose cave paintings show that The Book has fallen into the possession of a Neanderthal. The kids escape and bargain with the Neanderthal tribe to exchange The Book for food taken from the more advanced Cro-Magnons. But, the Neanderthals decide not to give up The Book, which they have been using as a flyswatter. They change their minds when Jodie offers to trade her binoculars for it. When the Neanderthals inadvertently use a binocular lens to create fire, the act prevents them from dying out, thereby changing history. The kids instantly develop Neanderthal features, which makes them realize they have to undo the damage. They destroy the binoculars and things instantly return to normal. Using The Book, they return home.

**[Key Historical Take-Away: Neanderthals and Cro-Magnons were two types of early man who, for a period of time, lived in close proximity to one another. While the less-advanced Neanderthals eventually dwindled to extinction, the Cro-Magnons prospered and eventually became modern man.]**

Airdate: 07/15/2006

Time:

Duration: 30:00

### **TRADING SPACES: BOYS VS. GIRLS**

#### **DANNY VS. JORDYN (#771035)**

It is the 12-year-old best friends, Jordyn and Lauren, versus 12-year-old Danny and his 13-year-old teammate, Josh. The girls decide on a game room theme for Danny, and Designer Jordyn and Carpenter Barte help make it happen by building dice-shaped storage stools, playing card doors, and board game shelves. A checkerboard floor, crossword mural, a real shuffleboard, and a personalized "Dannyland" game complete the effect. Scott and Ginene help the boys design Jordyn's playroom with a Mexican theme. Mexican tiles, a water fountain, a hammock, a nacho stand, and handmade Day of the Dead dioramas give the room that south-of-the-border feel.

Airdate: 07/15/2006

Time:

Duration: 30:00

### **DARCY'S WILD LIFE**

#### **TRASH TALK (#699029)**

While walking home from the gym one day, the girls are disgusted by all the littering that is going on in the area around Wilson Pond. Lindsay decides to spearhead a campaign to clean it up. She enlists Darcy, Kathi and Eli to help, but is soon miffed when they do not seem to take the job as seriously as she does. Eventually, Lindsay's humorless and controlling manner drives the others away, and she is left to carry on the clean-up alone. After Jack and Cole find a tar-covered duck at the pond, the others feel guilty about abandoning Lindsay's important project. Meanwhile, Dr. Adams helps Lindsay realize she may have been too bossy with her friends. The others return to finish cleaning up the pond area, and Lindsay apologizes for the way she treated them.

**[Educational Message: Being in the right does not mean you should be self-righteous; you still need to treat others the way you want to be treated.]**

Airdate: 07/15/2006

Time:

Duration: 30:00

### **FLIGHT 29 DOWN**

#### **THE PITS (#542006)**

Four days after the crash, the castaways have fallen into a routine. Everyone seems to be pulling his or her weight – except Taylor. Nathan has an opposite problem; his offers of help are being rejected. He suspects the others think he is useless. When Daly confronts Taylor about her laziness, she gets advice from Eric on how to appear busy while actually doing nothing. Daly figures out Taylor's ruse, however, and orders her to dig a latrine. Taylor retaliates by leaving one of Daly's shirts at the bottom of the trench. Before learning this, Daly praises Taylor's work and apologizes for underestimating her. Taylor feels guilty and reveals her misdeed. Daly is upset, but accepts Taylor's apology. Meanwhile, Nathan reaches a new low when he accidentally shoots off a flare gun and destroys a signal kite. He redeems himself by diagnosing Daly's "sunburn" as an allergic reaction to sunblock.

**[Educational Message: Whenever everyone is in a challenging situation, each person needs to pitch in with what resources or talent he or she has. It is unfair to let the other members of a team do all the work.]**

Airdate: 07/15/2006

Time:

Duration: 30:00

### **ENDURANCE**

#### **TEHACHAPI: WATERWORKS (#838063)**

The eliminated Yellow team leaves their Trust pyramid piece to the Red team, the same team that defeated them at the Temple of Fate. J. D. informs the contestants that the next challenge will be a bit different, with the last-place team guaranteed a trip to the Temple. The challenge is called "Waterworks," and it involves each team collecting water in a piece of canvas and pouring it into a barrel until it fills up and shoots a stream into the air. The Green team emerges victorious, winning both a pyramid piece and the Samadhi. The Purple team comes in last and is told that the only way they can avoid going to the Temple is to win the next Temple mission. Green gives the Samadhi to the Red team, who will have a ten-foot disadvantage in the next mission.

**[Educational Message: You have to keep up with the game if you want to win, even when the rules are changed.]**

Airdate: 07/22/2006

Time:

Duration: 30:00

### **KENNY THE SHARK**

#### **OCEAN'S THREE (#565020)**

Kenny visits his girlfriend, Elly, at the zoo aquarium and learns that the owner, Burton Plushtoy, is overcrowding and underfeeding the animals to make room for new exhibits. While Kat organizes a protest, Burton adds Kenny to his collection by threatening to eat Elly. After Kenny complies, however, Burton still plans to make Elly his dinner. Kat and Marty arrive to help, along with a health inspector who shuts down Burton's plans.

**[Educational Message: You do have some power to prevent the mistreatment of others.]**

#### **ANTIQUES ROADSHARK (#565020)**

Kat needs a new scuba suit, but money is tight. She and Kenny decide to look for old junk to sell on the "Antique Show on the Road" TV program. While there, Kenny secretly eats a number of antiques. When he regurgitates them, Kat sells them to the show for big money, unaware that they belong to others. Kenny is caught eating more antiques and the truth is revealed. Kat returns the money, but she makes a few dollars when the show's host buys her old scuba suit.

**[Educational Message: It takes hard work, time and planning if you want to make a lot of money, so do not get involved in "get rich" schemes.]**

Airdate: 07/22/2006

Time:

Duration: 30:00

### **TIME WARP TRIO**

#### **NIGHTMARE ON JOE'S STREET (#477020)**

Joe and Sam are visited by the supposedly fictional Frankenstein's monster, who wants to confront its creator. The boys warp back in time to find Mary Shelley, author of the novel "Frankenstein" who is working on ghost stories with her friends in Switzerland. They also find Jodie, who has warped there by mistake. They deduce that Mary used Jodie's copy of The Book to make notes about the monster character, thus bringing it to life. When the monster abducts Jodie, the boys, Mary and Lord Byron go after them, leaving behind their less talented friend, Dr. Poledori, who uses The Book to transform Byron into a vampire. The kids retrieve The Book, erase Poledori's writings, and return Byron to normal. When Mary decides not to continue with her novel, the kids warp back to make sure she writes her notes in a different book. She goes on to finish "Frankenstein" after all, ensuring the future of the boys' beloved horror genre.

**[Key Historical Take Away: The classic horror novel, "Frankenstein," was written by Mary Shelley. The idea was conceived while Mary and her literary friends were working on ghost stories during a summer in Switzerland, and the inspiration for the story came from a nightmare.]**

Airdate: 07/22/006

Time:

Duration: 30:00

### **TRADING SPACES: BOYS VS. GIRLS**

#### **VINCENT VS. JULIA (#771043)**

Nine-year-old Vinny and his 13-year-old friend, J. R., square off against sisters Julia, 10, and Jenah, 13. The boys join forces with Designer Jordin and Carpenter Barte to create a room that will stay true to Julia's love of antiques. They decide on a hat shop theme, decorating the room with antique furniture, including an antique cash register, vintage-looking wallpaper, a Dutch door, a day bed, and a variety of hats, both vintage and handmade by the boys. In contrast, the girls update Vinny's room to reflect his interest in TV crime lab shows. The modern-looking design features a light box desk, the top of which can be raised via remote control to reveal a bed. Stainless steel counters double as a dresser. Homemade "Wanted" posters, dry erase boards, lab equipment, and an evidence cabinet help sell the illusion.

Airdate: 07/22/2006

Time:

Duration: 30:00

### **DARCY'S WILD LIFE**

#### **MYSTERY DATE (#699030)**

A secret admirer begins sending Lindsay various gifts, including a basket of cookies, a bouquet of flowers, and a love poem. The girls become obsessed with learning his identity. Unfortunately, the mystery takes Lindsay's attention away from the science project she's supposed to be helping Eli with, and they have a falling out. Not even Darcy and Kathi's best efforts can patch them up. When the secret admirer suggests a public meeting, the girls and Eli tag along, watching from a distance. They overhear Brittany admitting she is the one who sent the gifts and set up the mystery date as a practical joke. But before Brittany can publicly embarrass Lindsay with this revelation, Eli steps up and claims that he is the secret admirer. He "proves" it by kissing Lindsay, leaving Brittany as the embarrassed one. Lindsay apologizes to Eli for neglecting the science project and thanks him for his friendship.

**[Educational Message: Do not let personal distractions cause you to neglect your responsibilities to others.]**

Airdate: 07/22/2006

Time:

Duration: 30:00

### **FLIGHT 29 DOWN**

#### **THE CRY OF THE WOLF (#542007)**

Eric overhears Melissa telling her video diary that she has a crush on Jackson. Later, Nathan confides in Eric about having an uncomfortable and embarrassing rash. Eric uses Melissa's and Nathan's secrets as blackmail to force them to do his work for him. But when Eric later has a bad reaction to some oysters that Lex has found, no one believes him. They think he is just faking it in order to get out of doing more work. When they finally realize he is sick, they figure out that he is having an allergic reaction to the shellfish. Luckily, they find some adrenaline in the first aid kit, and Melissa knows that it is the proper treatment in such cases. Eric recovers and thanks Melissa for saving his life.

**[Educational Message: If you cultivate a reputation for being deceitful and untrustworthy, do not be surprised if others are not there when you need them.]**

Airdate: 07/22/2006

Time:

Duration: 30:00

### **ENDURANCE**

#### **TEHACHAPI: FIREBALL (#838064)**

The next Temple mission is a fan favorite from previous seasons, the "Fireball." One member of each team stands on a platform on the water, while their teammates use big slingshots to fire balls at them. The first two teams to catch their ball get to eliminate another team. Because the Red team got the Samadhi, their platform is ten feet farther away than the others. Green and Orange are the first teams to succeed, and they choose to eliminate Blue and Purple. This requires Purple to go to the Temple of Fate in accordance with the rules of the previous challenge, which they lost. The second round goes to Green, who eliminates Orange. In the third round, Green defeats Red and decides to send Orange to the Temple of Fate. There, the Purple team wins and Orange is sent packing.

**[Educational Message: The rules of a game can sometimes place you at a disadvantage despite how well you have played.]**

Airdate: 07/29/2006

Time:

Duration: 30:00

### **KENNY THE SHARK**

#### **MR. POPULARITY (#565021)**

A popular animated shark movie makes Kenny all the rage among Kat's trendy classmates. At first, Kenny loves the attention, but it becomes too much. Kat gets upset that her classmates do not listen and understand that the movie falsely portrays sharks as cuddly pets. One of the girls decides to get her own pet shark, but unlike Kenny, it is not domesticated and wants to eat the kids. After subduing the predator, Kat and Kenny convince the girls to return it to the ocean so that it can be with its family.

**[Educational Message: Sometimes you have to help people even if they are not nice to you because it is the right thing to do. Though children's stories sometimes make animals look cute and cuddly, many of them are not suitable as pets.]**

#### **HOW TO SUCCEED IN BUSINESS (#565021)**

When money gets tight, Kat thinks of ways to improve her dad's vegetable business. Unfortunately, all her schemes end up costing Dad even more money. Eventually, upon giving Kat a chance, Dad realizes her ideas for business are not bad, just her methods. Dad uses Kat's proposal to get a bank loan to expand his business.

**[Educational Message: Even the best of intentions can lead to unintended negative consequences.]**

Airdate: 07/29/2006

Time:

Duration: 30:00

### **TIME WARP TRIO**

#### **MY BIG FAT GREEK OLYMPICS (#477021)**

After an injury prevents Fred from competing in a game, he and Samantha transport to ancient Greece, where the warring cities of Sparta and Athens have entered a truce in order to compete in the Olympics. Unfortunately, when the kids warped in, Athens' top competitor, Glaucus, warped out, so Samantha is pressed into service for the discus throw. If she loses (or they find out she is a girl), it means death. She wins, but still must complete the remaining pentathlon contests. The philosopher, Plato, helps her prepare. Meanwhile, Sam finds Glaucus in a diner in the future. They use a hi-tech "jukebox" to transport their holographic images for several 20-minute trips to ancient Greece to try to help the others. When Sam gets the bill, however, he cannot afford it. Instead, he trades an hour of his life, carefully choosing the hour just prior to Fred's injury, which he prevents.

**[Key Historical Take-Away: The Olympics began in Olympia, Greece where it was consistently played every four years for a span of 1200 years. Generally, everyone in Greece honored the Sacred Olympic Truce that banned all war during the month in which the Games were played.]**

Airdate: 07/29/2006

Time:

Duration: 30:00

### **TRADING SPACES: BOYS VS. GIRLS**

#### **ANTHONY VS. SIOBHAN (#771036)**

Ten-year-old Anthony and his big brother Joey, 14, trade spaces with 10-year-old Siobhan and her 13-year-old best friend, Khusbu. Designer Scott and Carpenter Ginene help the boys design an early American-style room for Siobhan, with a General Store theme highlighted by a trundle bed, butter churn, homemade candles, a vintage flag, and custom made signs. The girls enlist Designer Jordin and Carpenter Barte to transform Anthony's room into his own "Bait and Tackle Shop," with a boat-shaped bed, a lake mural, a counter/desk that displays live bait, and a ceiling fan made of oars.

Airdate: 07/29/2006

Time:

Duration: 30:00

### **DARCY'S WILD LIFE**

#### **LOVE IN THE TIME OF KENNEL COUGH (#699031)**

The girls meet a handsome, motorcycle-riding boy named Jonah who is staying nearby with his uncle during the summer. He and Darcy seem to make a connection, and when he learns she works for a veterinarian, he stops by with an abandoned, injured dog. Soon after, Darcy and Jonah start spending a lot of time together. Though Darcy is thrilled by this new relationship, Lindsay fears that something is a little "off" about Jonah. When Darcy learns that Jonah has been stealing dogs in order to rescue them, she breaks up with him. Jonah does some soul-searching and realizes Darcy is right. He apologizes to her and decides to channel his efforts into helping out at an animal rescue shelter. Unfortunately, the shelter is in his home state of Louisiana, so he and Darcy must part. They promise to stay in touch.

**[Educational Message: The ends do not always justify the means; doing wrong in the name of right is still wrong.]**



Airdate: 07/29/2006

Time:

Duration: 30:00

### **FLIGHT 29 DOWN**

#### **SURVIVAL OF THE FITTEST (#542008)**

Eric shows Taylor the video diary in which Melissa admits her crush on Jackson. He momentarily regrets it, considering that Melissa has recently saved his life. Taylor intends to use the tape to get back at Melissa for accidentally ruining her favorite shirt. She tricks Lex into rigging up the sound system so she can play the tape for everyone to hear. Mortified, Melissa runs off alone and tumbles down a mountainside, becoming trapped on a ledge. When Jackson realizes Melissa is missing, he and Lex go searching for her. Taylor feels guilty and drags Eric out to search, too. Eric, still under the weather, eventually bails on Taylor and she gets lost. She finds Melissa, but also loses her footing and gets trapped on the ledge with her. Jackson and Lex find them and pull them to safety with a rope.

**[Educational Message: Revenge never solves a problem. It usually makes things worse for the person you intend to hurt, and hurts others too. Sometimes revenge even backfires on the instigator.]**

Airdate: 07/29/2006

Time:

Duration: 30:00

### **ENDURANCE**

#### **TEHACHAPI: HANG 5 (#838065)**

After being eliminated at the Temple, the Orange team leaves their pyramid piece to the Red team, which moves them into the lead with four pieces. The next Endurance mission, "Hang 5," will award the Strength pyramid piece and the Samadhi to the winner. The challenge takes place on a series of bars atop a structure built on the water. Each team has their own bar, with one member hanging suspended over the water while their teammate sits above, using leg strength to move the team across the length of the bar. With each trip across, the suspended player must collect a game piece. The Green team is the first to complete five trips across, so they win. This ties them for first place with the Red team. After much debate, Green gives the Samadhi to Red. This will give Red a 60-second disadvantage in the next Temple mission.

**[Educational Message: Partners must show support and encouragement to each other in order to overcome challenges as a team.]**

Airdate: 08/05/2006

Time:

Duration: 30:00

### **KENNY THE SHARK**

#### **OVER THE OCEAN (#565022)**

When Captain Ahern sleepwalks, he seems to be searching for someone named Peabo, whom he cannot remember when he is awake. The family tries to figure out Peabo's identity and significance in Captain Ahearn's life. Then Kenny suddenly remembers the time he accidentally sank the Captain's ship, causing him to lose his "first mate," a doll named Peabo. By the time Kenny and Kat recover the doll from the ocean, the Captain has transferred his affection to another doll.

**[Educational Message: If you have caused someone pain, even unintentionally, admit your mistake and try to correct it.]**

#### **A DOG'S LIFE (#565022)**

Kat enters Kenny in a dog show to prove he is more talented than Oscar's chihuahua. Kenny is confident until he realizes that dog tricks are harder than they look. With Marty's help, he becomes as obedient as a purebred show dog. Even though Kenny performs well in the contest, Oscar's chihuahua wins because he fits the first qualification - he is a dog. Kat realizes that she should not have tried to change him and prefers the old Kenny.

**[Educational Message: Do not become something you are not just to win approval.]**

Airdate: 08/05/2006

Time:

Duration: 30:00

### **TIME WARP TRIO**

#### **BREAKING THE CODEX (#477022)**

Jodie and Freddi collect Joe and transport him back to Florence, Italy, during the High Renaissance, where power-hungry Cesare Borgia and his men mistake the kids for enemy spies from Pisa. The kids escape and track down Leonardo Da Vinci, hoping to prevent him from being tricked into making a copy of The Book for Mad Jack. Unfortunately, Mad Jack kidnaps Da Vinci, throwing suspicion on the supposed "Pisan spies." Borgia suspects the kids want to prevent Da Vinci from creating a war machine for him, so he has them followed. The kids lose the tail by using Da Vinci's flying machine to glide to the artist's other workshop. There, they find Mad Jack in possession of The Book, which has gotten mixed up with one of Da Vinci's. The kids are able to thwart Mad Jack, but he escapes with an unexpected assist from Borgia and company.

**[Key Historical Take-Away: The Renaissance in Italy was a time in which culture, art, and science flourished in ways they had not since the Roman Empire. Leonardo da Vinci lived during this era, and made important discoveries and achievements in science, engineering, mathematics and art. Cesare Borgia was an Italian prince and a patron of Leonardo.]**

Airdate: 08/05/2006

Time:

Duration: 30:00

### **TRADING SPACES: BOYS VS. GIRLS**

#### **KENNY VS. LACIE (#771044)**

Eight-year-old Kenny and his 12-year-old friend, Chad, trade spaces with eight-year-old friends, Lacie and Hannah. Designer Jordin and Carpenter Barte help the boys transform Lacie's outdated playroom into a "poetry garden" that reflects her interest in poetry and photography. Among the features are a performance stage with karaoke machine and lectern, café tables with fishbowls, flower-patterned floor tiles, pastel-colored walls, homemade poetry journals, plus a new camera, printer, and laptop computer. The girls join up with Designer Scott and Carpenter Ginene to turn Kenny's boring bedroom into "Kenny's Bowl-o-rama," complete with a bowling lane bed, a ball return nightstand, a scoreboard, an arcade game, black lights and disco lights, electric bowling designs on the walls and carpet, personalized bowling shirts, and a desk/bookshelf combo designed to look like a bowling shoe rack.

Airdate: 08/05/2006

Time:

Duration: 30:00

### **DARCY'S WILD LIFE**

#### **YOU CAN GO HOME AGAIN (#699032)**

Victoria gets an offer to play Queen Elizabeth I in a new film, which means she and Darcy will be returning to Hollywood for a few months. Darcy looks forward to the trip, even though she'll miss her friends. Then Victoria learns that the film producers want to sign her for a series of sequels, too, which means the move back to Hollywood will be permanent. Knowing how excited Victoria is about the role, Darcy keeps her disappointment to herself. But after spending a fun day with her friends retrieving their school mascot from a rival team, Darcy realizes she doesn't want to leave them. She decides to be honest with Victoria about her feelings and, to her surprise, Victoria says they can stay after all. She was only taking the role because she thought Darcy would like to have her old life back.

**[Educational Message: Always keep the lines of communication open between you and your loved ones, so you can take each others' feelings into consideration when making decisions.]**

Airdate: 08/05/2006

Time:

Duration: 30:00

### **FLIGHT 29 DOWN**

#### **MAZEATHON (#542009)**

By the morning of day seven, the castaways are starting to get bored. Nathan and Daley spot Jackson building a flimsy-looking raft and tease him about it until he gets angry. Nathan and Jackson clearly have stereotypical impressions of each other based on their backgrounds. When Lex designs an obstacle course for fun, Nathan and Jackson square off on opposing teams, eager to show each other up. Jackson's team wins, and their prize is the right to boss around the losing team. Jackson puts Nathan and Daley to work helping him with the raft. To their surprise, he reveals that it is a birthday present for Lex, who can use it to float his distress signal out to sea. Daley feels badly about forgetting her little brother's birthday, so she apologizes and thanks him for everything he has done for them.

**[Educational Message: It is wrong to form an opinion about someone based solely on his or her social class or background.]**

Airdate: 08/05/2006

Time:

Duration: 30:00

### **ENDURANCE**

#### **TEHACHAPI: CUBED (#838066)**

The contestants face off in a Temple mission known as "Cubed." Each team must assemble six puzzle pieces into the form of a three-dimensional cube. The first team to complete the brain-teasing challenge will win. The Red team, having been given the Samadhi after the previous challenge, is not allowed to begin until a full minute after the other teams have started. Since the Purple team is able to assemble their cube in less than a minute, the Red team does not even get the chance to compete. The Purple team's victory guarantees them a spot in the final three, and they must choose which two teams will be sent to the Temple of Fate. Staying true to their alliance with the Green team, they send Red and Blue. Red wins and Blue goes home.

**[Educational Message: Physical strength is not the only way to win a challenge; a good competitor knows how to use his or her mind as well.]**

Airdate: 08/12/2006

Time:

Duration: 30:00

### **KENNY THE SHARK**

#### **NOBODY MOVE (#565023)**

When Kat's parents put the house up for sale, Kat and Kenny do everything they can to sabotage the sale. By the time their plan works, Mom and Dad have decided not to sell anyway, for sentimental reasons. Kat and Kenny are ecstatic until the parents reveal they had been considering a beachfront home with a big pool for Kenny, located where Kat would not have to change schools. Kat realizes that she may have preferred the beachfront home after all.

**[Educational Message: Do not take extreme actions until you have all the facts.]**

#### **SEASICK (#565023)**

Kenny's hammerhead shark friend, Dan, feigns injury so he can stay at Kat's house. Kenny sees through him, but Kat doesn't. Dan convinces Kat that Kenny would be happier in the ocean, so she reluctantly takes him there. Kenny thinks that Kat no longer wants him around, so he agrees to go back to the ocean while Dan goes home with Kat. But Kenny gets homesick and returns to kick Dan out and stop him from eating Marty.

**[Educational Message: When someone tries to take your place, stand up for your rights.]**

Airdate: 08/12/2006

Time:

Duration: 30:00

### **TIME WARP TRIO**

#### **BREAK AN EGG (#477023)**

When Fred convinces Joe and Sam to use The Book to warp to somewhere "cool," the boys find themselves in Cape Evans, Antarctica, in the company of Englishman Robert F. Scott's 1911 polar expedition team. Though engaged in a race to the pole with Roald Amundsen's team, Scott and his men take a side trip to study the Emperor penguin. The boys don't want to go on the arduous journey with Scott, but they need to find The Book. After a fierce hurricane blows over, they find The Book, frozen shut and apparently useless. Mad Jack appears to Joe and admits he's the one who warped them to Antarctica, the only place on earth where The Book won't work. When he offers to exchange food and supplies for The Book, Joe pretends to comply. Instead, he gives Jack a diary and uses the real Book to get back home where he learns later that Scott and his men did not make it to the South Pole after all.

**[Key Historical Take Away: In 1911, Robert Scott made an ill-fated attempt to reach the South Pole. Before this, three members of his expedition undertook a separate "Winter Journey" to Cape Crozier. Its purpose was to collect Emperor penguin eggs in an attempt to understand the origin of birds and their relationship to reptiles.]**

Airdate: 08/12/2006

Time:

Duration: 30:00

### **TRADING SPACES: BOYS VS. GIRLS**

#### **SAM VS. HANNAH (#771037)**

Ten-year-olds Hannah and Colleen join Designer Jordin and Carpenter Ginene to create a drive-in theatre themed bedroom for twin brothers Sam and Jake, who are also 10. It features a car-shaped bed, personalized movie posters, star patterned wall curtains, concession stand, DVD projector with pull-down screen, and a couch made from a real car. The boys, with Designer Scott and Carpenter Barte, give Hannah's room a Wild West theme to fit her passion for horseback riding. Features include a wagon-shaped bed, saddle chair, bandana quilt, and a mural of a Western town with a portrait of Hannah on her horse.

Airdate: 08/12/2006

Time:

Duration: 30:00

### **DARCY'S WILD LIFE**

#### **OH FOR THE LOVE OF... (#699033)**

When Darcy learns that Kathi has a crush on Aaron Shaw, she decides to play matchmaker. She helps Kathi write a note to pique Aaron's interest, then helps Aaron compose an appropriate reply. Unfortunately, Darcy encourages each of them to misrepresent their true interests so it will seem like they have more in common. Kathi accepts Aaron's offer of a date, but her excitement turns to dread as soon as she realizes he will be expecting someone different. Darcy decides to host the date at her house so she can help Kathi keep up the deception. Nothing goes as planned, and Darcy eventually realizes her mistake. By that time, Kathi and Aaron have already admitted the truth to each other, and are very happy to learn that they have plenty of real things in common after all.

**[Educational Message: If you want someone to like you for who you are, do not pretend to be something you are not.]**

Airdate: 08/12/2006

Time:

Duration: 30:00

### **FLIGHT 29 DOWN**

#### **EIGHT IS ENOUGH (#542010)**

On the morning of day eight, Nathan and Eric find a note that says "Help" tied to a tree. They assume it was put there by the pilot and their friends who went looking for help, but can't rule out other possibilities. Meanwhile, Daley and Melissa find a necklace on the airplane and argue over who should keep it. When Nathan and Eric return, the castaways split into two groups and search the island for whoever made the note. They find another note and a footprint before finally stumbling upon the unconscious form of their friend, Abby. They work together to get her to the camp and nurse her back to health. When she regains consciousness, she recognizes the necklace as one she left behind and thanks the girls for taking care of it. The castaways eagerly wait for Abby to tell them what happened to her and the others.

**[Educational Message: Do not risk a friendship by arguing over petty things.]**

Airdate: 08/12/2006

Time:

Duration: 30:00

### **ENDURANCE**

#### **TEHACHAPI: CREATE YOUR OWN GAME (#838067)**

Going into the next challenge, the Green and Red teams are tied for first place with four pyramid pieces each. Purple has only one piece, but has won several Temple missions. When the eliminated Blue team bequeaths their two pieces to Green, it puts Green in the lead with six pieces. For the final Endurance mission, the remaining teams are instructed to create their own game, using only the supplies provided. They design a complicated obstacle course, which the teammates must complete while tied together at the ankles. The Purple team emerges victorious, winning the Ingenuity piece and the Samadhi. After some agonizing strategies, they pass the Samadhi to their close friends the Green team. Each Green team member will go into the final Temple mission with a disadvantage of ten pounds of added weight.

**[Educational Message: Creating a game requires knowledge of physical/mental skills and past experiences of what works and what does not, in order to challenge participants appropriately.]**

Airdate: 08/19/2006

Time:

Duration: 30:00

### **KENNY THE SHARK**

#### **KENNY THE ROCK STAR (#565024)**

Kenny joins Kat's rock band when their drummer quits and joins a more popular group, "The Phobes." When the two groups compete in the school talent show, the popular group performs a song they stole from Kat. Even though Kat's group is forced to perform a last-minute substitute, they win the contest.

**[Educational Message: When even your best laid plans do not work out, do not give up without trying your best.]**

#### **SCAREDY-SHARK (#565024)**

Kenny thinks he sees a ghost. Kat is skeptical until they hold a séance, and the ghost shows up to tell Kenny to return to the ocean and never come back. They make attempts to get rid of the ghost. Kat figures out that it is all a ruse orchestrated by Burton Plushtoy III, who wants to capture Kenny for his private zoo. Kat and Kenny scare Plushtoy with his own methods.

**[Educational Message: Sometimes people use deceit to scare you, but you have to find the truth to protect yourself.]**

Airdate: 08/19/2006

Time:

Duration: 30:00

### **TIME WARP TRIO**

#### **THE HIGH AND THE FLIGHTY (#477024)**

After receiving a distress signal from Amelia Earhart's ill-fated flight of 1937, the girls warp back in time to see if they can solve the famous mystery without changing history. Staying in Earhart's Miami home, they overhear what seems to be a plot against Earhart by her navigator and her mechanic. They even suspect that Mad Jack may be involved. The girls share their suspicions with a skeptical Earhart, but soon learn they have simply misunderstood a conversation between the two men. Meanwhile, a reporter named Stu finds The Book and assumes it's the flight plan for Earhart's upcoming around-the-world trip. When he stows away on the plane, the girls have him thrown off and retrieve The Book. Once they return home, Freddi decides to go back to 1937 and try to save Earhart. The others manage to bring her back before the plane "gets lost" with its passengers.

**[Key Historical Take Away: Amelia Earhart was a pioneer in aviation. In 1937, she and a navigator attempted a round-the-world flight around the equator and were lost over the Pacific. The wreckage was never recovered and what really happened to her remains a mystery to this day.]**

Airdate: 08/19/2006

Time:

Duration: 30:00

### **TRADING SPACES: BOYS VS. GIRLS**

#### **JOHN VS. MEGHAN (#771045)**

Ten-year-old best friends, John and Andrew, swap rooms with fellow 10-year-olds, Meghan and Cassie, who are cousins. The girls join Designer Jordin and Carpenter Ginene in creating a "Life on Mars" theme for NASA fan John's bedroom. They even get an assist from a real-life astronaut. John's new bed is patterned after a Mars rover, and the room is filled out with a Mission Control Center desk, a space hatch closet, a weather station, Martian landscape wall paintings, a volcano replica, a telescope, and anti-gravity boots. Designer Scott and Carpenter Barte work with the boys to turn Meghan's room into a circus, with a round bed, flashing lights, a striped Big Top wall design, a ticket booth desk, a clown face closet, handmade juggling balls, and a ceiling mural featuring a tightrope walker.

Airdate: 08/19/2006

Time:

Duration: 30:00

### **DARCY'S WILD LIFE**

#### **BEAR-TRAPPED (#699018)**

Soon after Darcy and her friends return home from a day of fishing, a bear wanders onto the property. If that was not bad enough, a sudden electrical storm knocks out all the power. Everyone rushes to safety—Victoria and Kathi seek refuge in the house, while Eli and Lindsay retreat to one part of the shed, with Darcy and Jack in the other. Dr. Adams shows up, but when he starts to leave for help, he realizes he forgot his truck keys. Unfortunately, the bear decides to camp outside the truck, and the doctor is trapped. Forced to spend the night where they are, the gang discover new truths about their understanding of each other and the relationships that they share. The next day Darcy finds a bear cub trapped in the shed. Working together with their newfound understanding, Darcy and Jack set the cub free to join its mother, and everyone else gets to leave the camp, too.

**[Educational Message: Unique circumstances can reveal truths about individuals and their relationships with others that they never knew existed.]**

Airdate: 08/19/2006

Time:

Duration: 30:00

### **FLIGHT 29 DOWN**

#### **ABBY NORMAL (#542011)**

Abby settles in after her ordeal. Having lost all her gear in the storm, she has to wear Taylor's clothes, which Taylor makes her wash. But since Abby's still weak, the boys shower her with attention and concern, making the girls jealous. When Abby feels better, she tells the others what happened to her search party in the jungle. A sudden storm wiped out their camp and swept them down a mountainside. Abby got separated from the others and has no idea where they are now. She feels like she has abandoned them. While the others argue about the situation, someone accidentally knocks over a candle and starts a fire. Feeling responsible for all the tension, Abby holds a dance party for the others. She uses the distraction to slip away unnoticed to go searching for her missing friends.

**[Educational Message: When times are tough, close friends and family stick together and help each other in any way they can.]**

Airdate: 08/19/2006

Time:

Duration: 30:00

### **ENDURANCE**

#### **TEHACHAPI: CIRCLE OF TRUST (#838068)**

The final Temple mission is called "Circle of Trust." It requires the four remaining teams to strap into harnesses and hold onto a square bar atop a structure built over the water. The winner will be whichever team has a member who outlasts all the others. Because Green received the Samadhi, each member of their team is fitted with ten extra pounds of weight. They become the first team to be eliminated, leading to a tense standoff between Erica of the Red team and Danielle of the Purple team. Though Danielle lasts a long time, the pain in her hands eventually proves too much, and she lets go. This gives Red the win and automatically consigns the two remaining teams to the Temple of Fate. There, Purple wins once again, and their friends on the Green team are sent home.

**[Educational Message: Do your best in a challenge but if you fall short, trust your partner's abilities to pull you through.]**

Airdate: 08/26/2006

Time:

Duration: 30:00

### **KENNY THE SHARK**

#### **REVENGE OF THE SHARK NERD (#565025)**

While Dad meets with a potential business partner, Kat entertains the man's son, Myron, a budding shark enthusiast. Unfortunately, Myron thinks Kenny is dangerous, so he keeps attacking him. Kat struggles to resolve the conflict between them while honoring the promise she made to her dad. Kenny itches to turn the tables on Myron. Kat finally appeases Myron by letting him observe Kenny in an aquarium-like setting.

**[Educational Message: Always try to find a non-violent solution to a conflict.]**

#### **BED AND BREAKFAST (#565025)**

When Oscar sleeps over on Kat's couch, his parents pick him up earlier than planned. Later, a hungry Kenny eats the couch, after which he realizes Oscar is gone and assumes he ate him, too. At first he tries to hide his mistake, but then he confesses to Kat. Kat is sure he is mistaken, until Oscar does not show up at school. Eventually, Oscar arrives and the mix-up is resolved.

**[Educational Message: The longer you delay telling the truth, the worse the lie becomes.]**

Airdate: 08/26/2006

Time:

Duration: 30:00

### **TIME WARP TRIO**

#### **HAREM SCARE 'EM (#477025)**

A cryptic message appears in The Daily Warper asking for help. Jodie, Fred and Sam decipher it and warp to the Topkapi Palace Treasury in the days when the Ottoman Empire was at its peak of art, architecture and literature. Once there, they hope to find a "time map" that can track The Book throughout history. Instead they meet Salim, son of Suleiman the Magnificent, who discovers the kids and befriends them. Salim also introduces them to his father, Suleiman the Magnificent, a Muslim ruler known for his justice, his practices and his artistic achievements. While Jodie tracks down the time agent who sent the message, the boys search the treasure room. To avoid discovery, they hide in a chest, which Salim unwittingly tosses in the river to see if it will sink. Luckily, the boys find the time map in the chest and are able to escape. Mad Jack, disguised as Salim's pet monkey, tries to get it. Sam figures out how to use the map to find The Book, destroying the map in the process. Mad Jack reverts to his true form and escapes.

**[Key Historical Take Away: The Ottoman Empire reached its pinnacle in the 16<sup>th</sup> century, during the rule of Suleiman -- a ruler renowned for his sense of justice, his understanding and practice of Islam, and his artistic achievements.]**

Airdate: 08/26/2006

Time:

Duration: 30:00

### **TRADING SPACES: BOYS VS. GIRLS**

#### **ALAIN VS. RACINE (#771038)**

Nine-year-old best friends, Racine and Corinne, face off with 14-year-old Alain and his 13-year-old friend, Cameron. Designer Jordin and Carpenter Ginene work with the boys to transform Racine's room into a castle worthy of a princess, with a canopy bed, chandelier, faux-stone walls, a closet door decorated with tufted fabric, and an elaborate castle mural. The girls utilize the talents of Designer Scott and Carpenter Barte to reflect Alain's dream of becoming a news anchor. They set him up with a news desk, TelePrompTer, green screen, a camera, and software that will allow him to create his own broadcasts.

Airdate: 08/26/2006

Time:

Duration: 30:00

### **DARCY'S WILD LIFE**

#### **WOLF IN THE FOLD (#699020)**

Darcy agrees to look after Monica's injured wolf, Domingo, who is being raised in captivity. When a felled tree knocks down Domingo's holding pen, he runs away. Monica fears Domingo's injury will put him in danger in the wild, so they quickly begin searching for him. A local rancher, Mr. Murdoch, hears about the escape and vows to hunt the wolf down and kill it before it can endanger his livestock. Darcy and Eli try to convince Murdoch that the ailing animal is domesticated and therefore not a threat, but he won't be swayed. Equally undeterred, Darcy and Eli follow Murdoch and manage to prevent him from hurting Domingo. Once the wolf is returned safely home, Murdoch realizes the gentle animal was never a real threat. He thanks Darcy for preventing him from making an irreversible mistake.

**[Educational Message: Fear and misunderstanding can cause us to jump to conclusions before we have all the facts.]**



Airdate: 08/26/2006

Time:

Duration: 30:00

### **FLIGHT 29 DOWN**

#### **UNTIL PROVEN GUILTY (#542012)**

When everyone's videotape diaries go missing, they all suspect one another. Nathan and Daley use deductive reasoning to conclude that Lex is the only one who had the opportunity to take all the tapes. They confront him, but he vehemently denies it. Eric suggests they hold a trial to determine the truth, and the others agree. Daley, acting as Lex's "attorney," realizes that since the thief did not steal the camera, too, he or she must have been trying to cover up something bad on one of the tapes. Lex finally admits that he took them after he spotted Eric watching someone else's tape. He was afraid Eric would reveal what he saw and wanted to make sure he had no proof. Eric admits he watched Jackson's tape and saw something that could put them all in danger.

**[Educational Message: A person accused of something is presumed innocent until proven guilty.]**

Airdate: 08/26/2006

Time:

Duration: 30:00

### **ENDURANCE**

#### **TEHACHAPI: SPIN FLY (#838069)**

The Green team leaves behind six pyramid pieces. Including the yet-to-be-won Friendship piece, that makes seven pieces that will be up for grabs in the Final Challenge. The final two teams, Purple and Red, compete in the "Spin Fly," in which teammates are harnessed to opposite ends of a spinning beam. One player runs along a platform to gain enough momentum to spin his or her partner in a circle toward a group of suspended sandbags. With each revolution, the players grab a sandbag and try to drop them in shallow boxes, each of which contains a pyramid piece. They get to keep the pieces they hit. When the game is over, the Red team gets three, bringing their total to seven, while the Purple team gets four, for a total of six. Going into the Final Temple Mission, the race is close.

**[Educational Message: In a partnership both partners must work hard together and support each other in order to meet the challenges that face them.]**

Airdate: 09/02/2006

Time:

Duration: 30:00

### **KENNY THE SHARK**

#### **LAWN SHARK (#565026)**

Kat is determined to sell the most candy bars for school, but Kenny and Marty eat her stock. To cover the cost, Kat and Kenny start a lawn mowing service. Though they get plenty of jobs, the amount of work they do does not cover the cost of the candy. Kenny crashes a ride-around mower into a car, but luckily the driver is an escaped convict. Kat uses the reward money to settle her candy debt and pay off the damages Kenny caused.

**[Educational Message: Sometimes when you are working hard to correct a problem, a little luck will come your way and help you achieve the goal.]**

#### **ALL YOU CAN EAT (#565026)**

Kenny is thrilled when Grandma Pat arrives for a visit, bearing the gift of Eel Pops treats. Grandma loves to spoil Kenny, and he loves to take advantage of her kindness despite Kat's warnings. When Kenny and Grandma Pat go to the fish market to get Kenny more food, Grandma loses her glasses and gets lost at the fish market. Kenny has to keep her out of danger and in doing so they unexpectedly run into the family at the beach.

**[Educational Message: Just because someone enjoys being generous does not mean it is all right to take advantage of him or her.]**

Airdate: 09/02/2006

Time:

Duration: 30:00

### **TIME WARP TRIO**

#### **PLAID TO THE BONE (#477026)**

Against Joe's wishes, Jodie shows Anna The Book and they all end up in medieval Scotland, where the Earl of Salisbury has laid a five-month siege to Castle Dunbar. He catapults the kids into the castle, where Lady Agnes Randolph takes Anna under her wing, locking up Joe and Jodie until she can determine their allegiance. To their surprise, Uncle Joe is a prisoner there, too. While he helps them escape, Anna learns The Book is hidden somewhere in the castle. Uncle Joe uses his magic pen to find The Book in a wall. Mad Jack appears and fights Uncle Joe for The Book. Gaining the upper hand, Jack offers to spare Uncle Joe in exchange for The Book. Joe pretends to cooperate, but gets The Book back with help from Anna and Lady Agnes. Reinforcements arrive to hold off the siege. Lady Agnes rewards the kids by letting them keep The Book.

**[Key Historical Take-Away: Lady Agnes Randolph, a.k.a. "Black Agnes," defended Castle Dunbar from the English army with only a handful of men during King Edward III's quest to gain control of Scotland. She successfully endured a five-month siege and the English army, commanded by the Earl of Salisbury, retreated.]**

Airdate: 09/02/2006

Time:

Duration: 30:00

### **TRADING SPACES: BOYS VS. GIRLS**

#### **STEPHAN VS. KATIE (#771046)**

Brothers Stephan, age 11, and Collin, age 9, swap playrooms with 11-year-old Katie and her 8-year-old sister, Melissa. The boys utilize the talents of Designer Scott and Carpenter Ginene to make the girls' playroom the setting for the ultimate slumber party. They put in a large lighted dance floor, real pizza-making equipment, a chalkboard-covered table, and a half-moon-shaped swing covered in glass tiles. The girls, with the invaluable assistance of Designer Jordin and Carpenter Barte, makeover the boys' playroom to create the illusion of a giant hamster cage, featuring an obstacle course made of spandex tubes, a tire swing, a lookout perch, hamster-shaped beanbag chairs, a ball bounce, snack dispensers, and an entertainment center. To complete the illusion, a large mural shows the face and hands of a boy peering into the "cage."

Airdate: 09/02/2006

Time:

Duration: 30:00

### **DARCY'S WILD LIFE**

#### **BIRD IN THE HAND, PAIN IN THE NECK (#699023)**

Darcy offers to adopt a parrot named Harpo that someone has left at the clinic. Lindsay warns her that parrots can be very high maintenance pets. Darcy finds out for herself when she takes Harpo home and he wreaks havoc – he even manages to chew a hole in the wall. Eventually, she gains more control of the bird, but still finds that caring for him is very time-consuming and inconvenient. She almost misses Kathi's comedy debut at the diner because they do not allow animals inside. Still, Darcy grows attached to Harpo. However, when she learns that Colt's beloved goldfish has died, she realizes that he has a greater need for a pet to care for than she does. Colt is thrilled when Darcy gives Harpo to him, and he promises to let her "baby-sit" the bird whenever she misses him.

**[Educational Message: Do not assume a responsibility unless you are sure that you are prepared to fulfill your obligations]**

Airdate: 09/02/2006

Time:

Duration: 30:00

### **FLIGHT 29 DOWN**

#### **SCRATCH (#542013)**

At the trial, Eric reveals that Jackson's videotape diary contains a secret that could endanger them. Jackson insists that they look at the tape. It shows Jackson admitting that he is in no hurry to be rescued because he may be in trouble for an attack on someone. Jackson packs up and leaves the camp just as a huge storm is brewing. When the others go looking for him, Eric gets lost. Jackson finds Eric, who apologizes to him. They return to camp, where the storm has destroyed Lex's radio just as it was picking up a message from a potential rescuer. Jackson confides to Melissa that the kid who was attacked was standing up for him against some old friends who were jealous of Jackson's improved lifestyle. Even though he was not involved, the police are looking for him. When the storm passes, the plane has washed out to sea.

**[Educational Message: Rushing to judgment based on half-truths often leads to misconceptions about others, which can disrupt a group's harmony and break the trust people have in each other.]**

Airdate: 09/02/2006

Time:

Duration: 30:00

### **ENDURANCE**

#### **TEHACHAPI: FINALE (#838070)**

The Red team comes into the final Temple Mission with a one-piece advantage over the Purple team. Before the game begins, the remaining players receive a gift – a piece of log from their cabin, carved with the name of the show's setting, Tehachapi. As before, the final challenge puts the teams on opposite sides of a table that features a series of pyramid shapes on its surface. The players place their pyramid pieces in front of the spaces, hoping that one will turn up a golden pyramid, allowing them to take the other team's pieces. The game continues until the Red team has collected all 13 pieces to win the title of Endurance champion. They are awarded the grand prize, a trip to a tropical rain forest in Costa Rica, where they will help researchers track the Atlantic green sea turtle and study endangered wildlife in a national park.

**[Educational Message: The hard work you and your partner put into reaching your goal will be rewarded as long as you remain consistent in your efforts to endure your challenges until the end.]**

Airdate: 09/09/2006

Time:

Duration: 30:00

### **VEGGIETALES**

#### **THE ASPARAGUS OF LA MANCHA (#103)**

When a big, new restaurant opens across the street and threatens to take him out of business, Don Quixote decides he must do what he can to save his smaller, older restaurant. As he slowly loses his customers and his workers, Don begins to behave irrationally and tries to confront the competition in a futile attempt to take down the bigger restaurant. Just when he thinks he has lost everything, Poncho, his best friend and restaurant server, reminds him of what he does have – loyalty and friendship – and together they save their restaurant and their friendship.

**[Educational Message: Loyalty and friendship can get you through tough times.]**

Airdate: 09/09/2006

Time:

Duration: 30:00

## **DRAGON**

### **DRAGON'S CAT (#101)**

Dragon finds a cat outside his door so he adopts her. He names her Cat, and tries to learn everything he can about taking care of her. He even goes to the store to get her toys, food and some kitty litter; but, in his excitement he forgets Cat at the store. He returns home and looks everywhere for her. He even returns to the store to search for her, but Cat is nowhere to be found. When he finally comes home again, he sees that Cat is exactly where she should be – next to him. Cat followed her trail right back to Dragon's home just to be with him!

**[Educational Message: When you adopt a pet, you have to make sure you pay attention to your pet at all times so it is taken care of properly.]**

### **DRAGON LOOKS FOR CAT (#101)**

Dragon decides he will give Cat a bath, so he draws up a bath for her. But when he looks for her, he cannot find her. Dragon thinks Cat is hiding because she wants to play, so he plays along with her; but she still can't be found. Just when he thinks he has lost her again, Dragon finally finds her outside, where she is giving herself a tongue bath. He realizes that cats don't need baths because they bathe themselves, so he hops in the bath instead!

**[Educational Message: You can't give baths to cats because they bathe themselves using their tongue.]**

Airdate: 09/09/2006

Time:

Duration: 30:00

## **3-2-1 PENGUINS! and LARRYBOY STORIES**

### **TROUBLE ON PLANET WAIT-YOUR-TURN (#101)**

Jason and Michelle are spending their vacation at their grandmother's home; the last place they expect to have any real fun. Up in the attic one day, they find some old things of their grandfather's including an old telescope that interests them both. They have trouble deciding who should look into the telescope first, but quick-witted Michelle ends up with it before Jason. Jason tries waiting for his turn, but just as his patience begins to wear thin he notices an old toy spaceship with some toy penguins in it. He begins playing with the spaceship when it suddenly comes to life and sucks him in, where he meets the now live penguins. The penguins take him on an adventure through the galaxy to prevent Planet Wait-Your-Turn from destroying itself, which helps Jason learn an important lesson in patience.

**[Educational Message: Patience means waiting your turn to do the things you want to do, without complaining and causing trouble as you wait.]**

Airdate: 09/09/2006

Time:

Duration: 30:00

## **BABAR**

### **NO PLACE LIKE HOME (#108)**

Babar befriends a young circus performer when he goes to the circus, and he lets his new friend stay in the palace with him. Life in the palace does not feel as good as it looks for the young circus boy. He doesn't fit in with the royal folks and soon enough he begins to regret his decision. Before he can return to the circus, however, Babar and the circus boy learn that Lord Rataxes has captured the circus folk. With each other's help, Babar and his friend find a way out for him and the rest of the circus folk so they can all return home to the circus. Babar ends up having to say goodbye to his new friend, but he learns that what makes him happy doesn't always have to make his friends happy too.

**[Educational Message: One person's happiness doesn't have to be another's.]**

Airdate: 09/09/2006

Time:

Duration: 30:00

## **JANE AND THE DRAGON**

### **DRAGON RULES (#107)**

Jane and her friends have the chance to play "bandyball" on the King's day off, but when Dragon joins in the game, it turns disastrous. Jane's friends finally decide they don't want to play with Dragon anymore because he is too big and clumsy. Her friends' admission upsets Jane and she decides to quit playing, but she realizes later she overreacted so she returns to her friends and the game, with Dragon as a referee. When Jane returns from retrieving the ball that Dragon has thrown over the courtyard where the King is sleeping, she and her friends run into Gunther who has managed to get the King's crown stuck on his head. They help him remove the crown and sit down to enjoy supper with each other and Gunther, at the end of the day.

**[Educational Message: When a conflict arises during a game, it is important to avoid overreacting and remember that it's only a game. But, whether you are playing a game or just enjoying one another's company, it is always fun to spend time with friends.]**

Airdate: 09/09/2006

Time:

Duration: 30:00

## **JACOB TWO-TWO**

### **JACOB TWO-TWO VS. THE HOODED FANG (#101)**

Fed up with sharing a room with his brother Noah, Jacob decides he wants his own room! Dad says he can have the attic if he can spend an entire night up there. Unfortunately, while watching wrestling on TV Jacob gets freaked out by the bad-guy wrestler, the Hooded Fang, and is too frightened to stay in the attic all night. When his Dad takes them to a wrestling match the next evening and Jacob finds himself face to face with the hulking Hooded Fang, he learns a valuable lesson about overcoming his fears. Back at home he is now able to brave an entire night in the attic, which makes it his new room!

**[Educational Message: Facing your fears is the best way to beat them.]**

Airdate: 09/16/2006

Time:

Duration: 30:00

## **VEGGIETALES**

### **SHEERLUCK HOLMES AND THE GOLDEN RULER (#101)**

Sheerluck Holmes and Dr. Watson always use their combined powers of observation and forensic expertise to solve crimes, until they come upon the mystery of the Golden Ruler – an invaluable treasure in Buckingham Palace. Working together to solve the crime becomes difficult when Sheerluck keeps taking credit for the work that Dr. Watson does. Tired of Sheerluck's penchant to take credit where it's not due, Dr. Watson walks away from their team, leaving Sheerluck to solve the puzzle on his own. It is only when Sheerluck finds someone else doing the same to him that he realizes what he has done to Dr. Watson. Sheerluck realizes the golden rule of being a more honest friend and Dr. Watson returns. Together they solve the biggest crime in London and save their friendship in the process.

**[Educational Message: Don't take credit for something you haven't done, especially with your friends, because you will jeopardize your friendship and lose your friend's trust.]**

Airdate: 09/16/2006

Time:

Duration: 30:00

## **DRAGON**

### **A FRIEND FOR DRAGON (#102)**

Dragon decides he wants to make a new friend, so he befriends a rock. He tries to do friend-like things with the rock. He tries to play leap-frog and tag with Rock, but that doesn't work because Rock is not very good at it. He tries to have a three-legged race and Rock seems to keep up with Dragon just fine. He even takes Rock for a drive and shows it all the interesting things, including some neat puffy clouds in the sky. Dragon decides he likes his new friend.

**[Educational Message: Making new friends is fun and exciting even if you can't do everything with them.]**

### **DRAGON'S NEW HOBBY (#102)**

Dragon decides he wants to take up a new hobby to occupy his time, so he chooses knitting. He decides to knits things for all his friends. He makes them gloves, a hat, a scarf, some mittens, and a pair of earmuffs. To present his gifts to his friends, Dragon invites them all over. The guests are so excited to receive gifts from Dragon, but when they try on their gifts they find that nothing fits them quite right. So, they decide to exchange their gifts with one another and each friend gets something that is useful for him/her. Dragon feels happy that he can use his hobby to do something for his friends and enjoy doing it too!

**[Educational Message: Hobbies keep you busy, but choose something you enjoy doing.]**

Airdate: 09/16/2006

Time:

Duration: 30:00

## **3-2-1 PENGUINS! and LARRYBOY STORIES**

### **THE CHEATING SCALES OF BULLAMANIA (#102)**

Jason and Michelle hang out at their grandmother's house and play board games. Michelle always seems to win no matter how well Jason plays, but she doesn't always play by the rules. She waits to cheat when Jason looks away and gloats when she wins unfairly. Michelle learns her lesson when she is sucked into the toy spaceship that accidentally comes alive, and takes her with the now live penguins through the galaxy to Bullamanka, where she must defeat the dishonest Lizard King in a game called "Squid-Tac-Toad." Only Michelle can keep herself and her penguin friends from going down the "gurgler" but she has to play by the rules because it's the only way to truly win.

**[Educational Message: You can't truly win by cheating. Play by the rules and earn your reward the honest and fair way.]**

Airdate: 09/16/2006

Time:

Duration: 30:00

## **BABAR**

### **TO DUET OR NOT TO DUET (#111)**

Babar is scheduled to perform a duet with a great pianist at a concert, but instead of admitting that the piece of music is too hard for him, he procrastinates. He does everything but practice his piano playing and eventually the guilt begins to affect him and his job as King. Before he knows it, the day of the duet has arrived. With the help of Madame, Babar learns that procrastination does not help the situation so he works extra hard to practice. His hard work pays off when his duet is a success, but Babar realizes that if he had worked diligently from the beginning he could have done a better job with less work.

**[Educational Message: Delaying your work will only make the work harder.]**

Airdate: 09/16/2006

Time:

Duration: 30:00

## **JANE AND THE DRAGON**

### **ADVENTURES IN ROYAL BABYSITTING (#110)**

When the King and Queen are gone for the day on royal business, Jane is entrusted with “protecting the royal heirs,” i.e. babysitting. Unfortunately, watching the bratty Prince and playful Princess wreaks havoc with Jane’s plan to study for one of Sir Theodore’s knighthood tests. So Jane asks Dragon to keep an eye on the two children for an hour while she studies. Dragon manages to misplace the Princess in a game of hide n’ seek and Jane has to race to find the missing Princess before the King and Queen return home. She manages to find the kids in time and find time to study, but she learns that her real test was to remain honest with herself and others throughout her challenges in balancing her responsibilities.

**[Educational Message: When you’re given a responsibility, don’t push it off to someone else no matter what the reason and be honest when you make a mistake.]**

Airdate: 09/16/2006

Time:

Duration: 30:00

## **JACOB TWO-TWO**

### **JACOB TWO-TWO AND THE DAILY CROWN (#105)**

A new newspaper becomes an overnight success in Montreal, but Jacob is suspicious. The paper is poorly written gibberish, and yet all the grownups in town are subscribing to it and spending all their money on the useless products advertised in it. Jacob and Buford become paperboys to infiltrate the Daily Crown headquarters, coming face to face with its eccentric founder, Carl Fester King. Learning that the paper’s ink does indeed contain a “brainwashing” chemical, Jacob uses King’s own newspaper to reveal his con game to the entire city and everything returns to the way it was.

**[Educational Message: Sometimes when you encounter suspicious activity, it is necessary to get to the bottom of it.]**

Airdate: 09/23/2006

*(Ryder Cup)*

Time:

Duration: 30:00

## **VEGGIETALES**

### **MINNESOTA CUKE AND THE SEARCH FOR SAMSON’S HAIRBRUSH (#102)**

When Minnesota Cuke learns of the legendary hairbrush of Samson, he goes on a hunt to retrieve the magic hairbrush that promises special powers, before Professor Rattan and the other bullies get to it. Minnesota realizes that once he gets his hands on the hairbrush he will have the powers to defeat Rattan. He goes on an adventure to seek the hairbrush and is led into an underground cave where he finds the legendary brush just as Professor Rattan gets there, with a hostage. Minnesota is forced to choose between the hairbrush, which gives him the power to retaliate, and saving his friend. He chooses his friend and learns that the hairbrush does not have any powers after all. The more powerful thing, he learns, is the ability to stop yourself from retaliating when you’re dealing with a bully, because it doesn’t solve the problem. He decides to be nice to Professor Rattan in the end and finds his former enemy willing to be reformed.

**[Educational Message: No matter how much you are tempted, resist the urge to retaliate when someone bullies you. It is better to solve your problems with people by remaining nice to them.]**

Airdate: 09/23/2006

(Ryder Cup)

Time:

Duration: 30:00

## **DRAGON**

### **DRAGON'S FLY (#103)**

Dragon tries to read a book when an annoying fly starts to buzz around him. The buzzing gets in the way of his reading and starts to bother him because it's so noisy. So, he covers his ears by wrapping them up with a pillow. He returns to his reading but the fly returns. This time Dragon is bothered by all the flying. So, he builds a little cave for himself with a blanket and a chair, and he gets underneath it. He can't hear or see the fly anymore, so it's nice and quiet. Dragon starts to feel sleepy with all the quiet, and the soft pillow is very comfortable. So, he falls asleep. But now that he's rid himself of the fly, Dragon realizes he misses it!

**[Educational Message: Getting rid of something that bothers you, like a fly, can be really tiresome.]**

### **DRAGON'S HOLIDAY (#103)**

One day Dragon decides that he wants to go and explore the world. He tries on an explorer hat, which is really just an upside down pot that he wears on his head. It doesn't feel like a proper hat so he takes it off. He decides to go on a trip to explore some of the world, and he begins to pack his luggage. He packs a trunk with his clothes and other basic things he needs, but he thinks he may need more things so he packs everything, even the kitchen sink. When he goes back into his house, he finds it so empty that he can't recognize it. So, he decides to explore his own home instead!

**[Educational Message: Exploring is a lot of fun but sometimes you don't need to go very far to discover new places and new things!]**

Airdate: 09/23/2006

(Ryder Cup)

Time:

Duration: 30:00

## **3-2-1 PENGUINS! and LARRYBOY STORIES**

### **MOON MENACE ON PLANET TELL-A-LIE (#103)**

Hanging out once again in Grandmum's house, Jason encounters a situation where he is not so honest. Before he can learn his lesson, he is sucked back into the toy spaceship from the attic, with the toy penguin figurines that have come to life yet again. As Jason is flown across the galaxy with the Penguins, he learns that the giant moon of Planet Tell-A-Lie has slipped out of orbit and is plummeting towards Earth. Unless Jason and the Penguins can sort through the lies of the people on the planet and figure out what is causing their moon to malfunction, the moon will crash directly into the earth and flatten the entire planet! Finding the cause of the problem isn't easy, but once Jason and the Penguins manage to get the truth and prevent the disaster, Jason realizes the pitfalls of lying and the rewards of being honest.

**[Educational Message: Lying can get you in lots of trouble; honesty is your best defense.]**

Airdate: 09/23/2006

(Ryder Cup)

Time:

Duration: 30:00

## **BABAR**

### **THE MISSING CROWN AFFAIR (#112)**

Babar's crown goes missing one day, and no matter how much he searches for it he can't seem to find it. Amateur sleuth and friend, Zephir, decides to help Babar solve the mystery of the crown and retrieve it. As they work through each puzzle, they realize that the clues keep pointing to Babar's closest friends. Both Babar and Zephir get panicked as they wonder if one of his friends stole the crown in order to take over his kingdom. Babar finds his crown and it turns out that his friends are not behind the missing crown after all. Babar learns a lesson in suspecting people without being certain they are the culprits.

**[Educational Message: Don't accuse people of taking your things if you are not certain of it.]**



Airdate: 09/23/2006

(Ryder Cup)

Time:

Duration: 30:00

## **JANE AND THE DRAGON**

### **DRAGON'S TAIL (#104)**

Dragon is feeling very sick with a pig disease; curly tail. It is curable, but the antidote is a difficult quest away. Jane, of course, volunteers for the quest and Sir Theodore assigns Gunther to accompany her so they can learn how to work as a team. The two squires head off into the great unknown to save Dragon and together they manage to find the antidote. Working together they hoist Jane onto the ledge that offers the antidote and when Jane gets stuck on the ledge, Gunther rushes off to get more help. In the end, Dragon receives the cure for his curly tail and the two knights-in-training learn something about the power of teamwork.

**[Educational Message: Working as a team can help you accomplish difficult tasks and give you the necessary help when you need it.]**

Airdate: 09/23/2006

(Ryder Cup)

Time:

Duration: 30:00

## **JACOB TWO-TWO**

### **THE MYSTERY OF MALTY MCGUFFIN (#106)**

Jacob becomes obsessed with solving the real-life mystery in his Malty McGuffin book; which is supposed to lead to a real secret treasure. The only problem is that he is being followed by library ninjas who are intent on getting the book back. Jacob, Buford and Renee use their combined brainpower to decode the clues, solve the riddles, and find the location of the secret treasure – only to be scooped at the last minute by I.M. Greedyguts! Just when Jacob and his friends think it's all over, the library ninjas come to their rescue and take Greedyguts (and the overdue book) away, leaving them to enjoy their treasure.

**[Educational Message: Books are like a treasure, because they can take you on exciting adventures and allow you to discover neat things!]**

Airdate: 09/30/2006

Time:

Duration: 30:00

## **VEGGIETALES**

### **LYLE, THE KINDLY VIKING (#104)**

While the other Vikings sail the seas pillaging and robbing other people, Lyle stays home making crafts and disappearing to unknown places. Olaf, the Viking leader, finally sends two envoys after him to see where he goes. The two Vikings find Lyle giving away his crafts and sharing his portion of the stolen goods with the monks that the Vikings have just robbed, but decide to keep it a secret. Just when Olaf finds out and confronts Lyle about his behavior, a storm hits and both their boats capsize. The Vikings see the rewards of Lyle's kindly behavior when the monks immediately rush to help Lyle, and later help the rest of the Vikings as well. They decide to follow in Lyle's footsteps and share rather than steal from others.

**[Educational Message: Sharing is not only the right thing to do but it also has its own rewards.]**

Airdate: 09/30/2006

Time:

Duration: 30:00

## **DRAGON**

### **DRAGON'S SPRING CLEANING (#104)**

Dragon notices that his house is very messy. So he decides to clean it and Beaver tries to help him. Beaver suggests moving Dragon's furniture and other house things from one side of the room to another side of the room, so they have space to work. Dragon piles all his things on one side of the room. Just when he gets done, Beaver tells Dragon to move the things to another side of the room. But, that still doesn't seem to give them enough space to work so they move all the things to the middle of the room and pile them on top of each other. Once the house looks clean, Dragon decides to bake a cake but that ends up being really messy. Dragon is left with a messy home all over again!

**[Educational Message: Cleaning up is a tough job and it's tougher when you mess it all up again.]**

Airdate: 09/30/2006

Time:

Duration: 30:00

## **DRAGON**

### **DRAGON'S DAYDREAM (#104)**

Dragon imagines what it would be like to be his friends and role-plays their personalities. He starts by imagining that he is Beaver and that he likes to chew trees with his teeth, just like Beaver does. He adds mustard in the middle of the tree and tries to chew around the tree, but it ends up being much harder than it looks. He tries to be his other friends and do the things they do, but he realizes that it's easier just to be himself.

**[Educational Message: Role-playing can be lots of fun but it is much easier to just be yourself.]**

Airdate: 09/30/2006

Time:

Duration: 30:00

## **3-2-1 PENGUINS! and LARRYBOY STORIES**

### **THE ANGRY EYEBROWS (#104)**

When Larryboy monitors the small town of Bumblyburg, he gets word that Awful Alvin has unleashed a swarm of Angry Eyebrows on the peaceful town, making all the townsfolk really angry. He quickly transforms from the quiet janitor, who works at The Daily Bumble, into his crime-fighting superhero alter-ego, in order to help the veggie-people of Bumblyburg let go of their anger – before Awful Alvin and the Angry Eyebrows get them angrier and take over the town completely. Larryboy outwits Awful Alvin and rids his town of anger once and for all, demonstrating that there is no good in anger and that letting go of anger helps solve problems.

**[Educational Message: Anger is destructive, and it is easier to solve problems/situations if you just let go of your anger.]**

Airdate: 09/30/2006

Time:

Duration: 30:00

## **BABAR**

### **THE INTRUDER (#124)**

Babar becomes really overwhelmed with his work one day, which worries his children. To help him overcome his problem, they decide to tell him a story about a time when they were left with the responsibility of being in charge of each other, and how overwhelming it became when they thought there was a monster in the Palace. The children recall how scared they were about something they hadn't even seen. The monster turned out to be only Lord Rataxes, in the end, who had come looking for something he wanted; but, the children help their father understand that everyone gets overwhelmed sometimes when they're in charge of something and it doesn't go the way you planned it to go. So, it's better to just keep working the way you are and avoid worrying about things that you can't control.

**[Educational Message: Being in charge is hard work but if you keep at it, you'll be just fine;**

Airdate: 09/30/2006

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **FOUL WEATHER FRIENDS (#115)**

While out on patrol, Dragon's spontaneous loop de loop causes Jane to slip off and free-fall through the air. Dragon manages to save her in the nick of time, but he is shaken by the experience. He vows that no harm will come to her and becomes like an overprotective parent. Tired of his suffocating affection, Jane sneaks off on patrol alone on horseback, with her cryptically-carved hero sword. When a sudden storm spooks her horse, Jane finds herself stranded in the wilderness. As the storm intensifies, Dragon searches for her and discovers her just when Jane unlocks the mystery of runic sword, sending out a dragon summoning beacon. Dragon learns while safety is important, overreacting and becoming overprotective can have the reverse affect on people. Sometimes people just need to take care of themselves.

**[Educational Message: Safety is extremely important but sometimes you have to step back and allow the person to take care of him/herself. Being overprotective can have an adverse effect.]**

Airdate: 09/30/2006

Time:

Duration: 30:00

### **JACOB TWO-TWO**

#### **JACOB TWO-TWO AND SCHOLARS FOR DOLLARS (#108)**

Jacob is tired of failing Ms. Sour Pickle's daily country capitals quiz, so he does a little detective work and figures out her system for picking which countries to ask. As a result, he aces the quiz and becomes a hero to the entire student body. It all backfires, however, when he is chosen to be the geography expert on the school's "Scholars for Dollars" team. He's only got one night to memorize all the countries and capitals before the big competition, so he uses little tricks to memorize them. His team doesn't win the competition, in the end, but everyone is really proud of his efforts and interested in the neat tricks he used to memorize and recall information.

**[Educational Message: Memorizing things isn't always easy, but you can use little tricks to help you remember them.]**

**OTHER PROGRAMMING FURNISHED BY THE NBC NETWORK THAT CONTRIBUTES, AS PART OF NBC's OVERALL PROGRAMMING, TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER**

**July - September 2006**

**THERE WAS NO OTHER PROGRAMMING FOR 3rd QUARTER 2006 THAT CONTRIBUTED, AS PART OF NBC's OVERALL PROGRAMMING, TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER.**

**NETWORK PUBLIC SERVICE SCHEDULE, JULY 2006**  
**(PSAs Targeted to Children 16 and Under)**

<u>DATE</u>	<u>PROGRAM</u>	<u>ORGANIZATION</u>	<u>SPOT ID.</u>	<u>LENGTH</u>
7/01	Kenny The Shark	TMYK/Self-Esteem	ZNBC5101	:10
7/01	Time Warp Trio	TMYK/Stay In School	ZNBC5120	:10
7/01	Trading Spaces: Boys vs. Girls	TMYK/Internet Safety	ZNBC5127	:10
7/01	Darcy's Wildlife	TMYK/Diversity	ZNBC5106	:10
7/01	Flight 29 Down	TMYK/Smoking	ZNBC5103	:10
7/01	Endurance	TMYK/Internet Safety	ZNBC5105	:10
7/02	Dateline 7:00PM	TMYK/Self-Esteem	ZNBC5101	:10
7/04	TV Moments	TMYK/Diversity	ZNBC5106	:10
7/08	Kenny The Shark	TMYK/Self-Esteem	ZNBC5101	:10
7/08	Time Warp Trio	TMYK/Diversity	ZNBC5106	:10
7/08	Trading Spaces: Boys vs. Girls	TMYK/Internet Safety	ZNBC5105	:10
7/08	Darcy's Wildlife	TMYK/Volunteerism	ZNBC5104	:10
7/08	Flight 29 Down	TMYK/Smoking	ZNBC5103	:10
7/08	Endurance	TMYK/Self-Esteem	ZNBC5101	:10
7/10	Treasure Hunters 9:00PM	TMYK/Volunteerism	ZNBC5104	:10
7/15	Kenny The Shark	TMYK/Diversity	ZNBC5106	:10
7/15	Time Warp Trio	TMYK/Internet Safety	ZNBC5105	:10
7/15	Trading Spaces: Boys vs. Girls	TMYK/Internet Safety	ZNBC5127	:10
7/15	Darcy's Wildlife	TMYK/Smoking	ZNBC5103	:10
7/15	Flight 29 Down	TMYK/Self-Esteem	ZNBC5101	:10
7/15	Endurance	TMYK/Stay In School	ZNBC5120	:10
7/17	Treasure Hunters 9:00PM	TMYK/Diversity	ZNBC5118	:10
7/21	Dateline 8:00PM	TMYK/Internet Safety	ZNBC5127	:10
7/21	Las Vegas 9:00PM	TMYK/Mentoring	ZNBC5117	:10
7/22	Kenny The Shark	TMYK/Self-Esteem	ZNBC5116	:10
7/22	Time Warp Trio	TMYK/Smoking	ZNBC5103	:10
7/22	Trading Spaces: Boys vs. Girls	TMYK/Self-Esteem	ZNBC5101	:10
7/22	Darcy's Wildlife	TMYK/Diversity	ZNBC5106	:10
7/22	Flight 29 Down	TMYK/Diversity	ZNBC5123	:10

7/22	Endurance	TMYK/Internet Safety	ZNBC5105	:10
7/23	Miss Universe	TMYK/Self-Esteem	ZNBC5101	:10
7/25	Fear Factor 8:00PM	TMYK/Volunteerism	ZNBC5104	:10
7/28	Dateline 8:00PM	TMYK/Internet Safety	ZNBC5105	:10
7/28	Las Vegas 9:00PM	TMYK/Diversity	ZNBC5123	:10
7/29	Kenny The Shark	TMYK/Self-Esteem	ZNBC5101	:10
7/29	Time Warp Trio	TMYK/Diversity	ZNBC5106	:10
7/29	Trading Spaces: Boys vs. Girls	TMYK/Smoking	ZNBC5103	:10
7/29	Darcy's Wildlife	TMYK/Self-Esteem	ZNBC5101	:10
7/29	Flight 29 Down	TMYK/Volunteerism	ZNBC5104	:10
7/29	Endurance	TMYK/Internet Safety	ZNBC5105	:10

**NETWORK PUBLIC SERVICE SCHEDULE, AUGUST 2006**  
**(PSAs Targeted to Children 16 and Under)**

<u>DATE</u>	<u>PROGRAM</u>	<u>ORGANIZATION</u>	<u>SPOT I.D.</u>	<u>LENGTH</u>
8/02	America's Got Talent	TMYK/Diversity	ZNBC5118	:10
8/05	Kenny The Shark	TMYK/Diversity	ZNBC5106	:10
8/05	Time Warp Trio	TMYK/Volunteerism	ZNBC5104	:10
8/05	Trading Spaces: Boys vs. Girls	TMYK/Self-Esteem	ZNBC5101	:10
8/05	Darcy's Wildlife	TMYK/Internet Safety	ZNBC5105	:10
8/05	Flight 29 Down	TMYK/Self-Esteem	ZNBC5101	:10
8/05	Endurance	TMYK/Smoking	ZNBC5103	:10
8/05	Dateline	TMYK/Internet Safety	ZNBC5127	:10
8/08	Fear Factor	TMYK/Contest Call-Out	ZNBC6101	:10
8/12	Kenny The Shark	TMYK/Self-Esteem	ZNBC5116	:10
8/12	Time Warp Trio	TMYK/Diversity	ZNBC5106	:10
8/12	Trading Spaces: Boys vs. Girls	TMYK/Internet Safety	ZNBC5105	:10
8/12	Darcy's Wildlife	TMYK/Volunteerism	ZNBC5104	:10
8/12	Flight 29 Down	TMYK/Self-Esteem	ZNBC5101	:10
8/12	Endurance	TMYK/Smoking	ZNBC5103	:10
8/15	Miss Teen USA	TMYK/Contest Call-Out	ZNBC6101	:10
8/19	Kenny The Shark	TMYK/Diversity	ZNBC5106	:10
8/19	Time Warp Trio	TMYK/Volunteerism	ZNBC5104	:10
8/19	Trading Spaces: Boys vs. Girls	TMYK/Self-Esteem	ZNBC5101	:10
8/19	Darcy's Wildlife	TMYK/Internet Safety	ZNBC5105	:10
8/19	Flight 29 Down	TMYK/Self-Esteem	ZNBC5101	:10
8/19	Endurance	TMYK/Smoking	ZNBC5103	:10
8/20	Gymnastics 7:00pm	TMYK/Contest Call-Out	ZNBC6101	:10
8/21	Treasure Hunters	TMYK/Contest Call-Out	ZNBC6101	:10
8/26	Kenny The Shark	TMYK/Smoking	ZNBC5103	:10
8/26	Time Warp Trio	TMYK/Self-Esteem	ZNBC5101	:10
8/26	Trading Spaces: Boys vs. Girls	TMYK/Volunteerism	ZNBC5104	:10
8/26	Darcy's Wildlife	TMYK/Diversity	ZNBC5123	:10
8/26	Flight 29 Down	TMYK/Diversity	ZNBC5106	:10

8/26	Endurance	TMYK/Internet Safety	ZNBC5105	:10
8/28	Dateline 9:00pm	TMYK/Smoking	ZNBC5103	:10

**NETWORK PUBLIC SERVICE SCHEDULE, SEPTEMBER 2006**  
(PSAs Targeted to Children 16 and Under)

<u>DATE</u>	<u>PROGRAM</u>	<u>ORGANIZATION</u>	<u>SPOT ID.</u>	<u>LENGTH</u>
9/02	Kenny The Shark	TMYK/Diversity	ZNBC5123	:10
9/02	Time Warp Trio	TMYK/Smoking	ZNBC5103	:10
9/02	Trading Spaces: Boys vs. Girls	TMYK/Internet Safety	ZNBC5105	:10
9/02	Darcy's Wildlife	TMYK/Volunteerism	ZNBC5104	:10
9/02	Flight 29 Down	TMYK/Self-Esteem	ZNBC5101	:10
9/02	Endurance	TMYK/Diversity	ZNBC5106	:10
9/05	Fear Factor	TMYK/Self-Esteem	ZNBC5101	:10
9/09	Veggie Tales	TMYK/Internet Safety	ZNBC5105	:10
9/09	Veggie Tales	Ad Council/Math and Science for Girls	CNGS4130	:30
9/09	Dragon	TMYK/Self-Esteem	ZNBC5116	:10
9/09	3-2-1 Penguins!	TMYK/Internet Safety	ZNBC5105	:10
9/09	Babar	TMYK/Diversity	ZNBC5106	:10
9/09	Jane and the Dragon	TMYK/Self-Esteem	ZNBC5101	:10
9/09	Jane and the Dragon	Ad Council/Math and Science for Girls	CNGS4130	:30
9/09	Jacob Two - Two	TMYK/Diversity	ZNBC5123	:10
9/16	Veggie Tales	TMYK/Self-Esteem	ZNBC5101	:10
9/16	Veggie Tales	Ad Council/Math and Science for Girls	CNGS4130	:30
9/16	Dragon	TMYK/Internet Safety	ZNBC5105	:10
9/16	3-2-1 Penguins!	TMYK/Internet Safety	ZNBC5127	:10
9/16	Babar	TMYK/Diversity	ZNBC5123	:10
9/16	Jane and the Dragon	TMYK/Self-Esteem	ZNBC5116	:10
9/16	Jane and the Dragon	Ad Council/Math and Science for Girls	CNGS4130	:30
9/16	Jacob Two - Two	TMYK/Internet Safety	ZNBC5127	:10
9/20	The Biggest Loser	TMYK/Self-Esteem	ZNBC5116	:10
9/22	Dateline	TMYK/Internet Safety	ZNBC5105	:10
9/23	Veggie Tales	TMYK/Diversity	ZNBC5123	:10
9/23	Veggie Tales	Ad Council/Math and Science for Girls	CNGS4130	:30
9/23	Dragon	TMYK/Self-Esteem	ZNBC5101	:10
9/23	3-2-1 Penguins!	TMYK/Diversity	ZNBC5106	:10
9/23	Babar	TMYK/Internet Safety	ZNBC5105	:10



9/23	Jane and the Dragon	TMYK/Self-Esteem	ZNBC5116	:10
9/23	Jane and the Dragon	Ad Council/Math and Science for Girls	CNGS4130	:30
9/23	Jacob Two - Two	TMYK/Internet Safety	ZNBC5105	:10
9/27	The Biggest Loser	TMYK/Diversity	ZNBC5118	:10
9/29	Dateline	TMYK/Internet Safety	ZNBC5105	:10
9/30	Veggie Tales	TMYK/Internet Safety	ZNBC5105	:10
9/30	Veggie Tales	Ad Council/Math and Science for Girls	CNGS4130	:30
9/30	Dragon	TMYK/Diversity	ZNBC5123	:10
9/30	3-2-1 Penguins!	TMYK/Self-Esteem	ZNBC5101	:10
9/30	Babar	TMYK/Internet Safety	ZNBC5127	:10
9/30	Jane and the Dragon	TMYK/Internet Safety	ZNBC5127	:10
9/30	Jane and the Dragon	Ad Council/Math and Science for Girls	CNGS4130	:30
9/30	Jacob Two - Two	TMYK/Diversity	ZNBC5106	:10

## **NBC NETWORK NON-BROADCAST EFFORTS**

**JULY-SEPTEMBER 2006**

### **THE MORE YOU KNOW WEBSITE**

"The More You Know's" comprehensive website ([TheMoreYouKnow.com](http://TheMoreYouKnow.com)) compliments the on-air public service announcements, while providing in-depth referral information for viewers. Content includes: video of all current public service announcements, a general campaign overview, press releases, kids' pages and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed.

# **Details for Discovery Kids on NBC** Non-commercial Interstitials Aired Between 6/26/06 and 9/03/06 Sorted by Campaign Title, Interstitial Type, House #, Air date, Aired At

**Campaign: at DK \***

54229	at DK "New Home" Weeknights @ 7:30 on DK	7/08/06	11:33:04AM	SA 10a-1p 3	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	7/08/06	12:04:34PM	SA 10a-1p 3	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	7/08/06	12:51:33PM	SA 10a-1p 3	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	7/15/06	11:32:56AM	SA 10a-1p 3	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	7/15/06	12:04:31PM	SA 10a-1p 3	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	7/15/06	12:35:41PM	SA 10a-1p 3	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	7/22/06	11:58:18AM	SA 10a-1p 3	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	7/22/06	12:25:17PM	SA 10a-1p 3	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	7/22/06	12:36:07PM	SA 10a-1p 3	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	7/29/06	11:33:20AM	SA 10a-1p 2	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	7/29/06	12:04:23PM	SA 10a-1p 2	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	8/05/06	11:32:07AM	SA 10a-1p 2	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	8/05/06	12:36:28PM	SA 10a-1p 2	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	8/12/06	12:25:19PM	SA 10a-1p 1	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	8/19/06	11:08:24AM	SA 10a-1p 3	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on DK	8/19/06	11:56:13AM	SA 10a-1p 3	384946	0:30	Promo
54229	at DK "New Home" Weeknights @ 7:30 on D K	8/19/06	12:35:49PM	SA 10a-1p 3	384946	0:30	Promo
54230	at DK "New Home" at DK only on Discovery Kids	7/01/06	11:57:58AM	SA 10a-1p 3	384947	0:30	Promo
54230	at DK "New Home" at DK only on Discovery Kids	7/01/06	12:26:22PM	SA 10a-1p 3	384947	0:30	Promo
54230	at DK "New Home" at DK only on Discovery Kids	7/01/06	12:52:33PM	SA 10a-1p 3	384947	0:30	Promo
54254	at DK "Go For It" Starts September 9	8/19/06	11:22:10AM	SA 10a-1p 2	403342	1:15	Promo
54254	at DK "Go For It" Starts September 9	8/19/06	12:03:31PM	SA 10a-1p 2	403342	1:15	Promo
54254	at DK "Go For It" Starts September 9	8/26/06	11:56:11AM	SA 10a-1p 2	403342	1:15	Promo
54254	at DK "Go For It" Starts September 9	8/26/06	12:26:47PM	SA 10a-1p 2	403342	1:15	Promo
54255	at DK "Go For It" Next Saturday	9/02/06	11:22:49AM	SA 10a-1p 2	403343	1:15	Promo
54255	at DK "Go For It" Next Saturday	9/02/06	12:26:11PM	SA 10a-1p 2	403343	1:15	Promo

# **Details for Discovery Kids on NBC** Non-commercial Interstitials Aired Between 6/26/06 and 9/03/06 Sorted by Campaign Title, Interstitial Type, House #, Air date, Aired At

## **Campaign: Chomp Chat Interstitials \***

54130	Chomp Chat - Pets "Georgie"	7/22/06	10:34:42AM	SA 10a-1p 1	346246	0:20	Promo
54133	Chomp Chat - Pets "Bunny"	7/29/06	10:07:39AM	SA 10a-1p 1	346249	0:20	Promo
54135	Chomp Chat - Pets "Doll Clothes"	7/08/06	10:34:31AM	SA 10a-1p 1	346266	0:20	Promo
54135	Chomp Chat - Pets "Doll Clothes"	8/05/06	10:35:07AM	SA 10a-1p 1	346266	0:20	Promo
54146	Chomp Chat - Pets "2 lbs of Food"	7/22/06	12:03:35PM	SA 10a-1p 1	346445	0:20	Promo
54151	Chomp Chat - Pets "Panting"	7/01/06	11:08:53AM	SA 10a-1p 1	346450	0:20	Promo
54151	Chomp Chat - Pets "Panting"	7/29/06	11:08:27AM	SA 10a-1p 1	346450	0:20	Promo
54170	Chomp Chat - Pets "Grandpa"	7/01/06	12:27:52PM	SA 10a-1p 1	351142	0:30	Promo
54176	Chomp Chat - Pets "Overweight"	7/08/06	11:58:22AM	SA 10a-1p 1	351148	0:30	Promo
54181	Chomp Chat - Poughkeepsie "Scar Talk 3"	7/08/06	12:37:42PM	SA 10a-1p 1	355083	0:20	Promo
54185	Chomp Chat - Poughkeepsie "Super Powers 4"	7/01/06	10:09:47AM	SA 10a-1p 1	355093	0:20	Promo
54188	Chomp Chat - Poughkeepsie "Duel"	8/05/06	11:07:40AM	SA 10a-1p 1	355100	0:20	Promo
54195	Chomp Chat - Poughkeepsie "Chomp Chat Rap"	7/22/06	11:34:26AM	SA 10a-1p 1	355118	0:20	Promo

## Details for Discovery Kids on NBC

Non-commercial Interstitials Aired Between 6/26/06 and 9/03/06

Sorted by Campaign Title, Interstitial Type, House #, Air date, Aired At

### Campaign: Cross Channel - Kids

56471	Scary Sat. Night Sleepover "Something Scary"	7/01/06	11:32:56AM	SA 10a-1p 2	374047	0:30	Promo
56471	Scary Sat. Night Sleepover "Something Scary"	7/01/06	12:36:01PM	SA 10a-1p 2	374047	0:30	Promo
56471	Scary Sat. Night Sleepover "Something Scary"	7/08/06	12:26:27PM	SA 10a-1p 1	374047	0:30	Promo
56471	Scary Sat. Night Sleepover "Something Scary"	7/22/06	11:32:21AM	SA 10a-1p 2	374047	0:30	Promo
56471	Scary Sat. Night Sleepover "Something Scary"	7/22/06	12:26:52PM	SA 10a-1p 2	374047	0:30	Promo
56471	Scary Sat. Night Sleepover "Something Scary"	7/01/06	10:32:50AM	SA 10a-1p 1	374045	0:30	Promo
56574	Animal Afternoons "Meet the Stars" 2/11 pt	8/05/06	10:54:16AM	SA 10a-1p 1	374045	0:30	Promo
59783	Saddle Club Sundays "Angels" on DK	7/01/06	11:08:33AM	SA 10a-1p 2	374046	0:20	Promo
59783	Saddle Club Sundays "Angels" on DK	7/01/06	12:04:18PM	SA 10a-1p 2	374046	0:20	Promo
59783	Saddle Club Sundays "Angels" on DK	7/08/06	11:08:41AM	SA 10a-1p 3	374046	0:20	Promo
59783	Saddle Club Sundays "Angels" on DK	7/08/06	11:35:19AM	SA 10a-1p 3	374046	0:20	Promo
59783	Saddle Club Sundays "Angels" on DK	7/08/06	12:35:37PM	SA 10a-1p 3	374046	0:20	Promo
59783	Saddle Club Sundays "Angels" on DK	7/15/06	11:08:10AM	SA 10a-1p 1	374046	0:20	Promo
59783	Saddle Club Sundays "Angels" on DK	7/22/06	11:09:09AM	SA 10a-1p 1	374046	0:20	Promo
59783	Saddle Club Sundays "Angels" on DK	7/29/06	12:04:53PM	SA 10a-1p 2	374046	0:20	Promo
59783	Saddle Club Sundays "Angels" on DK	7/29/06	12:36:57PM	SA 10a-1p 2	374046	0:20	Promo
59783	Saddle Club Sundays "Angels" on DK	8/05/06	11:34:22AM	SA 10a-1p 1	374046	0:20	Promo
59783	Saddle Club Sundays "Angels" on DK	8/12/06	12:04:03PM	SA 10a-1p 1	374046	0:20	Promo

## Details for Discovery Kids on NBC

Non-commercial Interstitials Aired Between 6/26/06 and 9/03/06

Sorted by Campaign Title, Interstitial Type, House #, Air date, Aired At

### Campaign: Darcy's Wild Life 1

54079	Darcy's Wild Life "My Life" Coming Up	7/08/06	11:22:28AM	SA 10a-1p 1	337247	0:20	Promo
54079	Darcy's Wild Life "My Life" Coming Up	7/22/06	11:22:26AM	SA 10a-1p 1	337247	0:20	Promo
54086	Darcy's Wild Life "Strange" Saturday Mornings (:15)	7/08/06	10:32:31AM	SA 10a-1p 1	337254	0:15	Promo
54086	Darcy's Wild Life "Strange" Saturday Mornings (:15)	7/22/06	10:32:42AM	SA 10a-1p 1	337254	0:15	Promo
54087	Darcy's Wild Life "Strange" Coming Up (:15)	7/29/06	11:21:02AM	SA 10a-1p 1	337255	0:15	Promo
54087	Darcy's Wild Life "Strange" Coming Up (:15)	8/12/06	11:24:24AM	SA 10a-1p 1	337255	0:15	Promo
54088	Darcy's Wild Life "Strange" Saturday Mornings (:10)	7/01/06	10:32:40AM	SA 10a-1p 1	337256	0:10	Promo
54089	Darcy's Wild Life "Strange" Coming Up (:10)	8/19/06	11:24:25AM	SA 10a-1p 1	337257	0:10	Promo
54165	Darcy's Wild Life "There for You" Coming Up	7/01/06	11:21:24AM	SA 10a-1p 1	349175	0:20	Promo
54165	Darcy's Wild Life "There for You" Coming Up	7/15/06	11:22:55AM	SA 10a-1p 1	349175	0:20	Promo
54165	Darcy's Wild Life "There for You" Coming Up	8/05/06	11:21:36AM	SA 10a-1p 1	349175	0:20	Promo
54166	Darcy's Wild Life "There for You" Saturday Morning	7/08/06	12:26:07PM	SA 10a-1p 1	349176	0:20	Promo
54166	Darcy's Wild Life "There for You" Saturday Morning	7/29/06	10:33:32AM	SA 10a-1p 1	349176	0:20	Promo
54167	Darcy's Wild Life "Here We Go Again" Saturday Morn	7/01/06	12:03:48PM	SA 10a-1p 1	349398	0:30	Promo

**Details for Discovery Kids on NBC**  
Non-commercial Interstitials Aired Between 6/26/06 and 9/03/06  
Sorted by Campaign Title, Interstitial Type, House #, Air date, Aired At

**Campaign: Endurance \***

54030	Endurance 4: Ep 322 - Galapagos Special - Coming U	7/08/06	12:25:47PM	SA 10a-1p 1	336295	0:20	Promo
54048	Endurance 4: Ep. 407 - The Halfway Point - Coming	7/01/06	12:26:02PM	SA 10a-1p 1	336312	0:20	Promo
54050	Endurance 4: Ep. 408 - Waterworks - Coming Up	7/15/06	12:26:40PM	SA 10a-1p 1	336316	0:20	Promo
54050	Endurance 4: Ep. 408 - Waterworks - Coming Up	7/22/06	12:24:57PM	SA 10a-1p 1	336316	0:20	Promo
54054	Endurance 4: Ep. 410 - Hang 5 - Coming Up	7/29/06	12:24:43PM	SA 10a-1p 1	336320	0:20	Promo
54056	Endurance 4: Ep. 411 - Cubed - Coming Up	8/05/06	12:25:34PM	SA 10a-1p 1	336322	0:20	Promo
54062	Endurance 4: Ep. 414 - Spin Fly - Coming Up	8/26/06	12:28:02PM	SA 10a-1p 1	336328	0:20	Promo
54250	Endurance "Games" web throw	7/29/06	11:58:23AM	SA 10a-1p 2	399820	0:30	Promo
54250	Endurance "Games" web throw	7/29/06	12:34:57PM	SA 10a-1p 2	399820	0:30	Promo
54250	Endurance "Games" web throw	8/05/06	12:03:51PM	SA 10a-1p 2	399820	0:30	Promo
54250	Endurance "Games" web throw	8/05/06	12:50:59PM	SA 10a-1p 2	399820	0:30	Promo
54253	Endurance "Games" web throw (rev)	8/12/06	12:51:42PM	SA 10a-1p 1	402286	0:30	Promo
54253	Endurance "Games" web throw (rev)	8/19/06	11:32:16AM	SA 10a-1p 3	402286	0:30	Promo
54253	Endurance "Games" web throw (rev)	8/19/06	12:27:06PM	SA 10a-1p 3	402286	0:30	Promo
54253	Endurance "Games" web throw (rev)	8/19/06	12:51:54PM	SA 10a-1p 3	402286	0:30	Promo
54253	Endurance "Games" web throw (rev)	8/26/06	12:35:54PM	SA 10a-1p 1	402286	0:30	Promo
54256	Endurance 5 "New Season" Oct. 14th	8/26/06	11:07:50AM	SA 10a-1p 3	405195	0:20	Promo
54256	Endurance 5 "New Season" Oct. 14th	8/26/06	12:03:48PM	SA 10a-1p 3	405195	0:20	Promo
54256	Endurance 5 "New Season" Oct. 14th	8/26/06	12:52:42PM	SA 10a-1p 3	405195	0:20	Promo
54256	Endurance 5 "New Season" Oct. 14th	9/02/06	11:08:18AM	SA 10a-1p 3	405195	0:20	Promo
54256	Endurance 5 "New Season" Oct. 14th	9/02/06	11:33:17AM	SA 10a-1p 3	405195	0:20	Promo
54256	Endurance 5 "New Season" Oct. 14th	9/02/06	12:03:40PM	SA 10a-1p 3	405195	0:20	Promo

**Details for Discovery Kids on NBC**  
Non-commercial Interstitials Aired Between 6/26/06 and 9/03/06  
Sorted by Campaign Title, Interstitial Type, House #, Air date, Aired At

**Campaign: Flight 29 Down**

54013	Flight 29 Down "May Day" Sat. Mornings/DK.com	7/29/06	11:08:17AM	SA 10a-1p 1	334455	0:10	Promo
54013	Flight 29 Down "May Day" Sat. Mornings/DK.com	8/12/06	11:08:24AM	SA 10a-1p 1	334455	0:10	Promo
54124	Flight 29 Down: Ep. 105 - Coming Up	7/08/06	11:56:47AM	SA 10a-1p 1	344143	0:20	Promo
54159	Flight 29 Down: Ep. 106 - Coming Up	7/15/06	11:57:08AM	SA 10a-1p 1	346227	0:20	Promo
54161	Flight 29 Down: Ep. 107 - Coming Up	7/22/06	11:56:28AM	SA 10a-1p 1	346231	0:20	Promo
54163	Flight 29 Down: Ep. 108 - Coming Up	7/29/06	11:56:33AM	SA 10a-1p 1	346234	0:20	Promo
54168	Flight 29 Down: Ep. 109 - Coming Up	8/05/06	11:55:37AM	SA 10a-1p 1	349638	0:20	Promo
54200	Flight 29 Down: Ep. 111 - Coming Up	8/19/06	11:58:18AM	SA 10a-1p 1	361812	0:20	Promo
54202	Flight 29 Down: Ep. 112 - Coming Up	7/01/06	11:55:53AM	SA 10a-1p 1	361814	0:20	Promo
54247	FLT 29 DWN "11 Days in 1 Weekend" Aug 12 & 13	7/22/06	12:03:05PM	SA 10a-1p 2	396838	0:30	Promo
54247	FLT 29 DWN "11 Days in 1 Weekend" Aug 12 & 13	7/22/06	12:51:18PM	SA 10a-1p 2	396838	0:30	Promo
54247	FLT 29 DWN "11 Days in 1 Weekend" Aug 12 & 13	7/29/06	12:25:03PM	SA 10a-1p 2	396838	0:30	Promo
54247	FLT 29 DWN "11 Days in 1 Weekend" Aug 12 & 13	7/29/06	12:50:31PM	SA 10a-1p 2	396838	0:30	Promo
54251	FLT 29 DWN "11 Days in 1 Weekend" Next Sat & Sun @	8/05/06	11:07:10AM	SA 10a-1p 2	399958	0:30	Promo
54251	FLT 29 DWN "11 Days in 1 Weekend" Next Sat & Sun @	8/05/06	12:25:54PM	SA 10a-1p 2	399958	0:30	Promo
54252	FLT 29 DWN "11 Days in 1 Weekend" Today @ 1 (rev)	8/12/06	11:33:08AM	SA 10a-1p 5	399960	0:30	Promo
54252	FLT 29 DWN "11 Days in 1 Weekend" Today @ 1 (rev)	8/12/06	11:56:27AM	SA 10a-1p 5	399960	0:30	Promo
54252	FLT 29 DWN "11 Days in 1 Weekend" Today @ 1 (rev)	8/12/06	12:03:33PM	SA 10a-1p 5	399960	0:30	Promo
54252	FLT 29 DWN "11 Days in 1 Weekend" Today @ 1 (rev)	8/12/06	12:24:49PM	SA 10a-1p 5	399960	0:30	Promo
54252	FLT 29 DWN "11 Days in 1 Weekend" Today @ 1 (rev)	8/12/06	12:35:41PM	SA 10a-1p 5	399960	0:30	Promo



## Details for Discovery Kids on NBC

Non-commercial Interstitials Aired Between 6/26/06 and 9/03/06

Sorted by Campaign Title, Interstitial Type, House #, Air date, Aired At

### Campaign: Growing Up Creepie \*

54243	Growing Up Creepie "Poem" Coming This Fall	7/22/06	10:22:08AM	SA 10a-1p 1	396826	1:00	Promo
54243	Growing Up Creepie "Poem" Coming This Fall	8/05/06	10:22:15AM	SA 10a-1p 1	396826	1:00	Promo
54243	Growing Up Creepie "Poem" Coming This Fall	8/19/06	10:22:00AM	SA 10a-1p 1	396826	1:00	Promo
54244	Growing Up Creepie "Principal" Coming This Fall	7/29/06	11:22:17AM	SA 10a-1p 1	396828	1:30	Promo
54244	Growing Up Creepie "Principal" Coming This Fall	8/12/06	11:21:39AM	SA 10a-1p 1	396828	1:30	Promo
54245	Growing Up Creepie "Group Hug" Coming This Fall	7/22/06	11:08:09AM	SA 10a-1p 1	396832	1:00	Promo
54245	Growing Up Creepie "Group Hug" Coming This Fall	7/29/06	10:22:23AM	SA 10a-1p 1	396832	1:00	Promo
54245	Growing Up Creepie "Group Hug" Coming This Fall	8/05/06	11:23:01AM	SA 10a-1p 1	396832	1:00	Promo
54245	Growing Up Creepie "Group Hug" Coming This Fall	8/12/06	10:22:28AM	SA 10a-1p 1	396832	1:00	Promo
54245	Growing Up Creepie "Group Hug" Coming This Fall	8/26/06	10:21:53AM	SA 10a-1p 1	396832	1:00	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	7/22/06	10:55:14AM	SA 10a-1p 1	396835	0:15	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	7/29/06	10:56:13AM	SA 10a-1p 1	396835	0:15	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	8/05/06	10:33:07AM	SA 10a-1p 1	396835	0:15	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	8/12/06	10:32:20AM	SA 10a-1p 4	396835	0:15	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	8/12/06	10:51:55AM	SA 10a-1p 4	396835	0:15	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	8/12/06	10:53:35AM	SA 10a-1p 4	396835	0:15	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	8/12/06	11:58:37AM	SA 10a-1p 4	396835	0:15	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	8/19/06	10:07:42AM	SA 10a-1p 4	396835	0:15	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	8/19/06	10:32:16AM	SA 10a-1p 4	396835	0:15	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	8/19/06	10:52:53AM	SA 10a-1p 4	396835	0:15	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	8/19/06	10:54:48AM	SA 10a-1p 4	396835	0:15	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	8/26/06	10:06:38AM	SA 10a-1p 4	396835	0:15	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	8/26/06	10:33:33AM	SA 10a-1p 4	396835	0:15	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	8/26/06	10:54:42AM	SA 10a-1p 4	396835	0:15	Promo
54246	Growing Up Creepie "Web Throw" go to DK.com	8/26/06	12:54:47PM	SA 10a-1p 4	396835	0:15	Promo

## Details for Discovery Kids on NBC

Non-commercial Interstitials Aired Between 6/26/06 and 9/03/06

Sorted by Campaign Title, Interstitial Type, House #, Air date, Aired At

54246	Growing Up Creepie "Web Throw" go to DK.com	9/02/06	10:08:30AM	SA 10a-1p 1	396835	0:15	Promo
54260	Growing Up Creepie "Buggy Normal" Next Saturday	9/02/06	10:24:32AM	SA 10a-1p 2	407207	0:30	Promo
54260	Growing Up Creepie "Buggy Normal" Next Saturday	9/02/06	10:54:35AM	SA 10a-1p 2	407207	0:30	Promo

# Details for QUBO on NBC

Non-commercial Interstitials Aired Between 9/09/06 and 9/30/06

Date	SchedTime	Length	ISCI/ PSA	HOUSE	Instructions	Advertiser Number/Description
9/9/2006	10:11:37	0:00:30		QPRO0024	JV Promo	Generic Jacob Two-Two
	10:12:37	0:00:30		QPRO0001	JV Promo	Break 1b - (NBC) Qubo Launch Pror
	10:13:07	0:00:30		PSRP1	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 1
	10:25:57	0:00:30		QPRO0001	JV Promo	NBC Qubo Launch Promo
	10:26:58	0:00:20			NBC Promo	Break 2b
	10:29:04	0:00:30		QPRO0008	JV Promo	Break 2c - (NBC) Dragon - NEXT
	10:42:28	0:00:30		QPRO0023	JV Promo	Generic Jane & The Dragon
	10:43:28	0:00:30		QPRO0001	JV Promo	Break 1b - (NBC) Qubo Launch Pror
	10:43:58	0:00:30		PSRP2	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 2
	10:55:47	0:00:30		QPRO0001	JV Promo	NBC Qubo Launch Promo
	10:56:48	0:00:20			NBC Promo	Break 2b
	10:58:54	0:00:30		QPRO0009	JV Promo	Break 2c - (NBC) 3-2-1 Penguins/LarryBoy Stories - NEXT
	11:11:54	0:00:30		QPRO0022	JV Promo	Generic Babar
	11:12:54	0:00:30		QPRO0001	JV Promo	Break 1b - (NBC) Qubo Launch Pror
	11:13:24	0:00:30		PSRP3	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 3
	11:25:53	0:00:30		QPRO0001	JV Promo	NBC Qubo Launch Promo
	11:26:23	0:00:30		QPRO0024	JV Promo	Generic Jacob Two-Two Promo
	11:26:54	0:00:20			NBC Promo	Break 2b
	11:29:00	0:00:30		QPRO0010	JV Promo	Break 2c - (NBC) Babar - NEXT
	11:42:41	0:00:30		QPRO0025	JV Promo	(NBC) Parent's Sell Promo
	11:43:41	0:00:30		QPRO0001	JV Promo	Break 1b - (NBC) Qubo Launch Pror
	11:44:11	0:00:30		PSRP4	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 4
	11:55:28	0:00:30		QPRO0025	JV Promo	Parent's Sell Promo
	11:56:29	0:00:20			NBC Promo	Break 2b
	11:58:35	0:00:30		QPRO0011	JV Promo	Break 2c - (NBC) Jane & The Drago NEXT
	12:08:58	0:00:30		QPRO0012	JV Promo	(NBC) Jacob Two-Two - NEXT
	12:09:58	0:00:30		QPRO0030	JV Promo	Generic Dragon
	12:10:58	0:00:30		QPRO0001	JV Promo	Break 1b - (NBC) Qubo Launch Pror
	12:11:28	0:00:30		PSRP5	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 5
	12:26:48	0:00:20			NBC Promo	Break 2b
	12:28:54	0:00:30		QPRO0012	JV Promo	Break 2c - (NBC) Jacob Two-Two - NEXT
	12:36:45	0:00:30		QPRO0025	JV Promo	(NBC) Parent's Sell Promo
	12:37:45	0:00:30		QPRO0019	JV Promo	Generic Veggie Tales
	23:38:45	0:00:30		QPRO0001	JV Promo	Break 1b - (NBC) Qubo Launch Pror
	12:39:15	0:00:30		PSRP6	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 6
	12:56:34	0:00:20			NBC Promo	Break 2b
	12:58:40	0:00:30		QPRO0031	JV Promo	Break 2c - (NBC) Generic Launch Promo - Thanks for Watching
	10:12:44	0:00:30		QPRO0024	JV Promo	Generic Jacob Two-Two

9/16/2006						
	10:14:44	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pro - Rev
	10:15:44	0:00:30		PSRP1	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 1
	10:25:49	0:00:30		QPRO0033	JV Promo	NBC Qubo Launch Promo - Rev
	10:26:50	0:00:20			NBC Promo	Break 2b
	10:28:56	0:00:30		QPRO0008	JV Promo	Break 2c - (NBC) Dragon - NEXT
	10:42:28	0:00:30		QPRO0023	JV Promo	Generic Jane & The Dragon
	10:43:28	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pro - Rev
	10:43:58	0:00:30		PSRP2	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 2
	10:55:47	0:00:30		QPRO0033	JV Promo	NBC Qubo Launch Promo
	10:56:48	0:00:20			NBC Promo	Break 2b
	10:58:54	0:00:30		QPRO0009	JV Promo	Break 2c - (NBC) 3-2-1 Penguins/LarryBoy Stories - NEXT
	11:12:52	0:00:30		QPRO0022	JV Promo	Generic Babar
	11:13:52	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pro - Rev
	11:14:22	0:00:30		PSRP3	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 3
	11:25:53	0:00:30		QPRO0033	JV Promo	NBC Qubo Launch Promo - Rev
	11:26:23	0:00:30		QPRO0024	JV Promo	Generic Jacob Two-Two Promo
	11:26:54	0:00:20			NBC Promo	Break 2b
	11:29:00	0:00:30		QPRO0010	JV Promo	Break 2c - (NBC) Babar - NEXT
	11:43:34	0:00:30		QPRO0025	JV Promo	(NBC) Parent's Sell Promo
	11:44:34	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pro - Rev
	11:45:04	0:00:30		PSRP4	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 4
	11:55:28	0:00:30		QPRO0025	JV Promo	Parent's Sell Promo
	11:56:29	0:00:20			NBC Promo	Break 2b
	11:58:35	0:00:30		QPRO0011	JV Promo	Break 2c - (NBC) Jane & The Drago NEXT
	12:07:17	0:00:30		QPRO0012	JV Promo	(NBC) Jacob Two-Two - NEXT
	12:08:17	0:00:30		QPRO0030	JV Promo	Generic Dragon
	12:09:17	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pro - Rev
	12:09:47	0:00:30		PSRP5	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 5
	12:26:39	0:00:20			NBC Promo	Break 2b
	12:28:45	0:00:30		QPRO0012	JV Promo	Break 2c - (NBC) Jacob Two-Two - NEXT
	12:39:34	0:00:30		QPRO0025	JV Promo	(NBC) Parent's Sell Promo
	12:40:34	0:00:30		QPRO0019	JV Promo	Generic Veggie Tales
	12:41:04	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pro - Rev
	12:41:34	0:00:30		PSRP6	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 6
	12:42:04	0:00:30		QPRO0021		Generic 3-2-1 Penguins/LarryBoy Storie Promo
	12:56:34	0:00:20			NBC Promo	Break 2b

	12:58:40	0:00:30		QPRO0031	JV Promo	Break 2c - (NBC) Generic Launch Promo - Thanks for Watching
9/23/2006	10:11:28	0:00:30		QPRO0024	JV Promo	Generic Jacob Two-Two
	10:12:28	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pror - Rev
	10:12:58	0:00:30		PSRP1	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 1
	10:25:47	0:00:30		QPRO0033	JV Promo	NBC Qubo Launch Promo - Rev
	10:26:48	0:00:20			NBC Promo	Break 2b
	10:28:54	0:00:30		QPRO0008	JV Promo	Break 2c - (NBC) Dragon - NEXT
	10:42:28	0:00:30		QPRO0023	JV Promo	Generic Jane & The Dragon
	10:43:28	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pror - Rev
	10:43:58	0:00:30		PSRP2	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 2
	10:55:47	0:00:30		QPRO0033	JV Promo	NBC Qubo Launch Promo - Rev
	10:56:48	0:00:20			NBC Promo	Break 2b
	10:58:54	0:00:30		QPRO0009	JV Promo	Break 2c - (NBC) 3-2-1 Penguins!/LarryBoy Stories - NEXT
	11:14:03	0:00:30		QPRO0022	JV Promo	Generic Babar
	11:15:03	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pror - Rev
	11:15:33	0:00:30		PSRP3	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 3
	11:25:21	0:00:30		QPRO0033	JV Promo	NBC Qubo Launch Promo - Rev
	11:25:51	0:00:30		QPRO0024	JV Promo	Generic Jacob Two-Two Promo
	11:26:22	0:00:20			NBC Promo	Break 2b
	11:28:28	0:00:30		QPRO0010	JV Promo	Break 2c - (NBC) Babar - NEXT
	11:43:07	0:00:30		QPRO0025	JV Promo	(NBC) Parent's Sell Promo
	11:44:07	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pror - Rev
	11:44:37	0:00:30		PSRP4	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 4
	11:55:26	0:00:30		QPRO0025	JV Promo	Parent's Sell Promo
	11:56:27	0:00:20			NBC Promo	Break 2b
	11:58:33	0:00:30		QPRO0011	JV Promo	Break 2c - (NBC) Jane & The Drago NEXT
	12:07:55	0:00:30		QPRO0012	JV Promo	(NBC) Jacob Two-Two - NEXT
	12:08:55	0:00:30		QPRO0020	JV Promo	Generic Dragon
	12:09:55	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pror - Rev
	12:10:25	0:00:30		PSRP5	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 5
	12:26:48	0:00:20			NBC Promo	Break 2b
	12:28:54	0:00:30		QPRO0012	JV Promo	Break 2c - (NBC) Jacob Two-Two - NEXT
	12:40:10	0:00:30		QPRO0025	JV Promo	(NBC) Parent's Sell Promo
	12:41:10	0:00:30		QPRO0019	JV Promo	Generic Veggie Tales
	12:42:10	0:00:30		QPRO0001	JV Promo	Break 1b - (NBC) Qubo Launch Pror
	12:42:40	0:00:30		PSRP6	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 6
	12:56:33	0:00:20			NBC Promo	Break 2b
	12:58:39	0:00:30		QPRO0031	JV Promo	Break 2c - (NBC) Generic Launch Promo - Thanks for Watching
	10:13:10	0:00:30		QPRO0024	JV Promo	Generic Jacob Two-Two

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	10:14:10	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pror - Rev
	10:14:40	0:00:30		PSRP1	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 1
	10:25:34	0:00:30		QPRO0033	JV Promo	NBC Qubo Launch Promo - Rev
	10:26:35	0:00:20			NBC Promo	Break 2b
	10:28:41	0:00:30		QPRO0008	JV Promo	Break 2c - (NBC) Dragon - NEXT
	10:42:28	0:00:30		QPRO0023	JV Promo	Generic Jane & The Dragon
	10:43:28	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pror - Rev
	10:43:58	0:00:30		PSRP2	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 2
	10:55:47	0:00:30		QPRO0033	JV Promo	NBC Qubo Launch Promo - Rev
	10:56:48	0:00:20			NBC Promo	Break 2b
	10:58:54	0:00:30		QPRO0009	JV Promo	Break 2c - (NBC) 3-2-1 Penguins!/LarryBoy Stories - NEXT
	11:09:58	0:00:30		QPRO0022	JV Promo	Generic Babar
	11:10:58	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pror - Rev
	11:11:28	0:00:30		PSRP3	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 3
	11:25:51	0:00:30		QPRO0033	JV Promo	NBC Qubo Launch Promo - Rev
	11:26:21	0:00:30		QPRO0024	JV Promo	Generic Jacob Two-Two Promo
	11:26:52	0:00:20			NBC Promo	Break 2b
	11:28:58	0:00:30		QPRO0010	JV Promo	Break 2c - (NBC) Babar - NEXT
	11:42:42	0:00:30		QPRO0025	JV Promo	(NBC) Parent's Sell Promo
	11:43:42	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pror - Rev
	11:44:12	0:00:30		PSRP4	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 4
	11:55:28	0:00:30		QPRO0025	JV Promo	Parent's Sell Promo
	11:56:29	0:00:20			NBC Promo	Break 2b
	11:58:35	0:00:30		QPRO0011	JV Promo	Break 2c - (NBC) Jane & The Drago NEXT
	0:08:35	0:00:30		QPRO0012	JV Promo	(NBC) Jacob Two-Two - NEXT
	12:09:35	0:00:30		QPRO0020	JV Promo	Generic Dragon
	12:10:35	0:00:30		QPRO0033	JV Promo	Break 1b - (NBC) Qubo Launch Pror - Rev
	12:11:05	0:00:30		PSRP5	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 5
	12:26:48	0:00:20			NBC Promo	Break 2b
	12:28:54	0:00:30		QPRO0012	JV Promo	Break 2c - (NBC) Jacob Two-Two - NEXT
	12:26:32	0:00:30		QPRO0025	JV Promo	(NBC) Parent's Sell Promo
	12:37:32	0:00:30		QPRO0019	JV Promo	Generic Veggie Tales
	12:38:32	0:00:30		QPRO0001	JV Promo	Break 1b - (NBC) Qubo Launch Pror
	12:39:02	0:00:30		PSRP6	Scholastic Promo	Break 1c - Scholastic Reading Pkg - Story Tag 6
	12:56:34	0:00:20			NBC Promo	Break 2b
	12:58:40	0:00:30		QPRO0031	JV Promo	Break 2c - (NBC) Generic Launch Promo - Thanks for Watching

# Discovery Kids/Qubo Quarterly Report From 07/01/2006 to 09/30/2006

Day	Part	Air Date	Time	Network	Show Title	Promo Id	Promo Title	Type	Hit Time
FRI	P	07/07/2006	08:00PM	NBC	DATELINE NBC - FRIDAY	010G831DIS110	DISCOVERY FLIGHT 29	Promo	08:02PM
FRI	P	07/07/2006	09:00PM	NBC	LAS VEGAS	010G831DIS110	DISCOVERY FLIGHT 29	Promo	09:04PM
FRI	P	07/14/2006	08:00PM	NBC	DATELINE NBC - FRIDAY	010G831DIS110	DISCOVERY FLIGHT 29	Promo	08:02PM
FRI	P	07/14/2006	09:00PM	NBC	LAS VEGAS	010G831DIS110	DISCOVERY FLIGHT 29	Promo	09:04PM
FRI	P	07/21/2006	08:00PM	NBC	DATELINE NBC - FRIDAY	010G831DIS110	DISCOVERY FLIGHT 29	Promo	08:04PM
FRI	P	07/21/2006	08:00PM	NBC	DATELINE NBC - FRIDAY	010G831DIS110	DISCOVERY FLIGHT 29	Promo	08:15PM
FRI	P	07/28/2006	08:00PM	NBC	DATELINE NBC - FRIDAY	010G831DIS110	DISCOVERY FLIGHT 29	Promo	08:48PM
FRI	P	07/28/2006	09:00PM	NBC	LAS VEGAS	010G831DIS110	DISCOVERY FLIGHT 29	Promo	09:20PM
FRI	P	08/04/2006	08:00PM	NBC	DATELINE NBC - FRIDAY	010G831DIS110	DISCOVERY FLIGHT 29	Promo	08:54PM
FRI	P	08/11/2006	08:00PM	NBC	DATELINE NBC - FRIDAY	010G831DIS110	DISCOVERY FLIGHT 29	Promo	08:21PM
FRI	P	08/11/2006	09:00PM	NBC	LAS VEGAS	010G831DIS110	DISCOVERY FLIGHT 29	Promo	09:30PM
FRI	P	08/18/2006	08:00PM	NBC	DATELINE NBC - FRIDAY	010G831DIS110	DISCOVERY FLIGHT 29	Promo	08:26PM
FRI	P	08/18/2006	09:00PM	NBC	LAS VEGAS	010G831DIS110	DISCOVERY FLIGHT 29	Promo	09:16PM
FRI	P	08/25/2006	08:00PM	NBC	DATELINE NBC - FRIDAY	010G831DIS110	DISCOVERY FLIGHT 29	Promo	08:31PM
FRI	P	08/25/2006	09:00PM	NBC	LAS VEGAS	010G831DIS110	DISCOVERY FLIGHT 29	Promo	09:32PM
FRI	P	09/01/2006	08:00PM	NBC	DATELINE NBC - FRIDAY	010G901DIS110	DISCOVERY KIDS	Promo	08:23PM
FRI	P	09/01/2006	09:00PM	NBC	LAS VEGAS	010G901DIS110	DISCOVERY KIDS	Promo	09:17PM
FRI	P	09/08/2006	08:00PM	NBC	DATELINE NBC - FRIDAY	010Y909QUB110	QUBO	Promo	08:30PM
FRI	P	09/08/2006	09:00PM	NBC	LAS VEGAS	010Y909QUB110	QUBO	Promo	09:16PM

FRI	P	09/15/2006	08:00PM	NBC	DATELINE NBC - FRIDAY	QUBO 010Y916QUB110	"PARENTS" Promo	08:24PM
FRI	P	09/15/2006	09:00PM	NBC	LAS VEGAS	QUBO 010Y916QUB110	"PARENTS" Promo	09:21PM
FRI	P	09/22/2006	08:00PM	NBC	DEAL OR NO DEAL	QUBO 010Y916QUB110	"PARENTS" Promo	08:32PM
FRI	P	09/29/2006	08:00PM	NBC	DEAL OR NO DEAL	QUBO 010GD31QUB110	"PARENTS" Promo	08:18PM